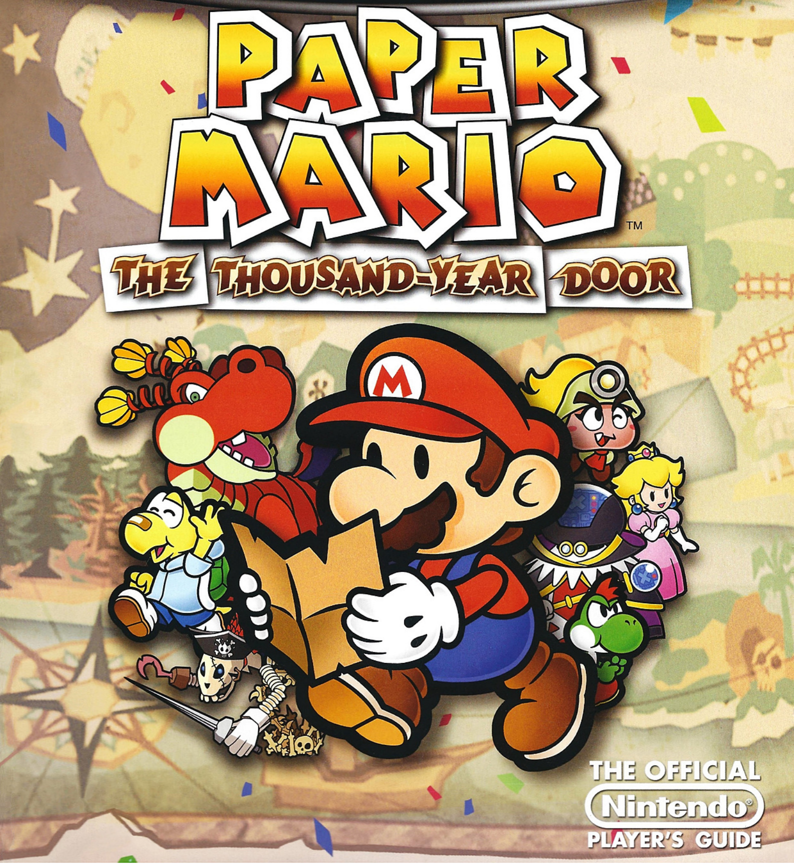
THE OFFICIAL GUIDE FROM NINTENDO POWER

NINTENDO GAMECUBE

PAPER MARIO

THE THOUSAND-YEAR DOOR



THE OFFICIAL Nintendo PLAYER'S GUIDE

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The Paper Mario: The Thousand-Year Door Player's Guide is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Ave NE, Redmond, Washington 98052 at $14.99 in the U.S.A. ($17.99 in Canada). ©2004 Nintendo of America Inc. All rights reserved. Nothing that appears in the Paper Mario: The Thousand-Year Door Player's Guide may be printed in whole or in part without express written permission from Nintendo of America Inc., copyright owner. Nintendo is a registered trademark of Nintendo of America Inc. Paper Mario: The Thousand-Year Door ©2004 Nintendo.
Game by INTELLIGENT SYSTEMS.
ISBN 1-930206-51-8

PAPER MARIO™

THE THOUSAND-YEAR DOOR

THE OFFICIAL NINTENDO PLAYER'S GUIDE

CONTENTS

THE STORY OF THE THOUSAND-YEAR DOOR 4

BASIC CONTROLS 6

BATTLE BASICS 8

BADGES 13

MARIO'S PARTNERS 14

HOW TO USE THE GUIDE 18

A ROGUE'S WELCOME 19
ROGUEPORT & ROGUEPORT SEWERS 20

CASTLE AND DRAGON 27
PETAL MEADOWS 28
HOOKTAIL CASTLE 30

THE GREAT BOGGLY TREE 35
BOGGLY WOODS 36
THE GREAT TREE 38

OF GLITZ AND GLORY 43
GLITZVILLE 44

FOR PIGS THE BELL TOLLS 49
TWILIGHT TOWN & CREEPY STEEPLE ...50

THE KEY TO PIRATES 57
KEELHAUL KEY 58
PIRATE'S GROTTO 60

3 DAYS OF EXCESS 65
EXCESS EXPRESS & POSHLEY HEIGHTS ..66

MARIO SHOOTS THE MOON 73
FAHR OUTPOST 74
THE MOON & X-NAUT FORTRESS 76

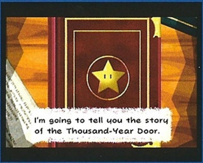
THE THOUSAND-YEAR DOOR 83
PALACE OF SHADOW 84

INFORMATION JOURNAL

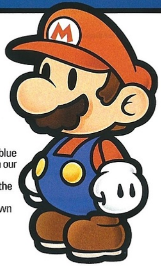
TATTLE LOG 94
STATUS EFFECTS 107
BADGES 108
SPECIAL MOVES 112
SHINE SPRITES 113
STAR PIECES 114
ITEMS 116
SHOP LIST 120
ZESS T.'S MENU 121
TROUBLE CENTER 124
PIT OF 100 TRIALS 128

THE STORY OF THE THOUSAND-YEAR DOOR

AN AWFULLY LONG TIME AGO IN A STRANGE AND FAR-OFF LAND, A BIG, BUSTLING TOWN THRIVED. ALL OF ITS RESIDENTS LIVED VERY HAPPY LIVES, AND IT IS SAID THAT THE TOWN WAS VERY PROSPEROUS. BUT ONE DAY, TRAGEDY BEFELL THIS BLESSED PLACE. A GREAT CATACLYSM STRUCK THE TOWN AND ITS PEOPLE. DARKNESS FILLED THE SKIES, AND THE EARTH ROARED AND SHOOK. IT WAS AS IF THE VERY WORLD HAD COME TO A VIOLENT END. AND IN BUT A SINGLE NIGHT, THE TOWN SANK INTO THE DEPTHS OF THE EARTH.

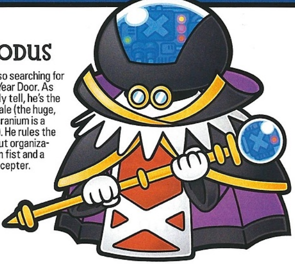

I'm going to tell you the story of the Thousand-Year Door.

This is the tale of the fabled treasure of Rogueport.



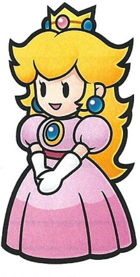
MARIO

That lustrous facial hair, those stylin' blue overalls: there's only one Mario. When our intrepid hero receives a request from Princess Peach to help her search for the Thousand-Year Door, he abandons his brother (again) and sets sail for the town of Rogueport.



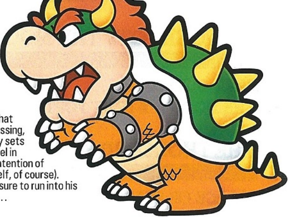
SIR GRODUS

Sir Grodus is also searching for the Thousand-Year Door. As you can probably tell, he's the bad guy in our tale (the huge, computerized cranium is a dead giveaway). He rules the nefarious X-Naut organization with an iron fist and a scary-looking scepter.



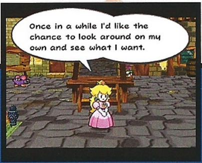
PRINCESS PEACH

While on vacation, Princess Peach wisely decides to wander off on her own. Rarely one to get into trouble, the princess is, surpisingly, nowhere to be found when Mario arrives in Rogueport. What possibly could have happened to her?

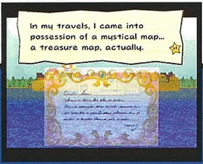


BOWSER

When he finds out that Princess Peach is missing, Bowser immediately sets out to find the damsel in distress (with the intention of kidnapping her himself, of course). Along the way, he's sure to run into his long-time nemesis. . . .



Once in a while I'd like the chance to look around on my own and see what I want.

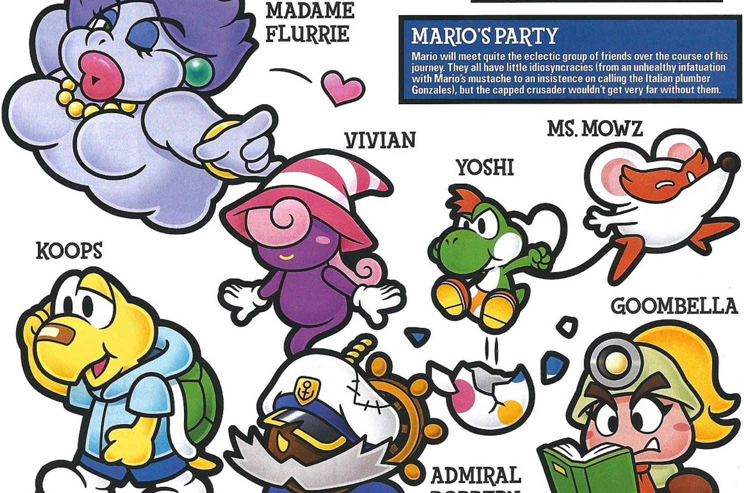


In my travels, I came into possession of a mystical map... a treasure map, actually.

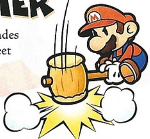
AS THE CENTURIES PASSED, THE TOWN'S EXISTENCE PASSED INTO FABLE. YET IN RECENT YEARS, WORD HAS SPREAD OF A THOUSAND-YEAR DOOR HIDDEN BENEATH THE CITY OF ROGUEPORT. WHAT'S BEHIND THE DOOR, NO ONE KNOWS FOR CERTAIN. COULD IT HOLD A LEGENDARY TREASURE? A POWERFUL RELIC? MUSTARD OF DOOM? THERE'S ONLY ONE WAY TO FIND OUT. . . .

MARIO'S PARTY

Mario will meet quite the eclectic group of friends over the course of his journey. They all have little idiosyncracies (from an unhealthy infatuation with Mario's mustache to an insistence on calling the Italian plumber Gonzales), but the capped crusader wouldn't get very far without them.



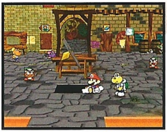
UPGRADE YOUR JUMP & HAMMER



Although your basic jumping and hammering skills are adequate, the real fun begins when Toadette upgrades your abilities. In addition to increasing the power of your leaps, you'll learn to crush obstacles with your feet and your mighty mallet. Toadette's tutorials are extremely helpful, so pay attention!

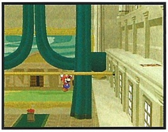
BOOTS

LEVEL 2



You'll learn the Spin Jump deep within the Great Tree. In noncombat situations, you can execute the move to activate large switches and bust through weak floor panels. Press the A Button, then press it again in midjump. During a fight, a Spin Jump can dish out massive damage to certain enemies. Master your button-press timing to maximize each battle turn—flubbed rhythm can cost you valuable HP.

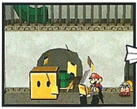
LEVEL 3



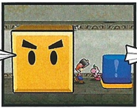
Stylish Ultra Boots enable you to launch to great heights. You can knock items from their high perches and reach hanging pipes to circumvent obstacles. While standing, press and hold the A Button. Rotate the Control Stick clockwise until he crinkles into an accordion. When you let go, he'll fly to the sky. Look for ground cues such as spray paint, shadows or lines when positioning yourself. The Ultra Boots are also useful in combat.

HAMMERS

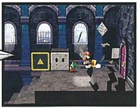
LEVEL 1



LEVEL 2



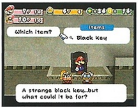
LEVEL 3



At the start, your hammer can break only small blocks. You'll encounter larger and stronger ones as you progress, but don't sweat it if you find a crate that you can't seem to bust. At level two, you'll get to crush the bigger yellow boxes. By level three, you'll have the ability to destroy virtually any box that stands in your way. Press and hold the B Button. After landing a hit, continue to hold B and rotate the Control Stick clockwise until Mario completes a full twist. Release B to land a devastating blow. Powered-up combat swings can knock opponents into each other for massive damage.

PLANE, PAPER, TUBE & BOAT MODES

On more than one occasion, Mario will be duped and release a vindictive entity from a locked chest. His punishment for kindness is a string of supposedly cruel "curses" that actually enable you to perform some nifty tricks. Boat and Plane modes are context sensitive—you'll need to stand on a specific panel to activate them. Tube and Paper modes are available during regular travel.

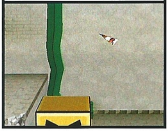


A strange black key...but what could it be for?

Poor, sweet Mario seems never to have heard the adage "Once bitten, twice shy." Your Good Samaritan acts only bring out the worst in some people (or creatures). When you locate a dark chest, converse with the person trapped inside then locate the key, which is usually nearby. Liberation of the chatty prisoner triggers a rather humorous dialogue followed by a demo of your newfound powers.

PLANE MODE

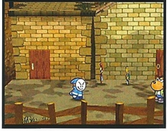
Y



Press the Y Button while on a plane panel to initiate take-off. Move the Control Stick left and right to adjust your speed and altitude.

PAPER MODE

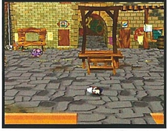
R (HOLD)



Hold the R Button to turn Mario sideways. The skinny Mario can access items and locations by squeezing through narrow passageways.

TUBE MODE

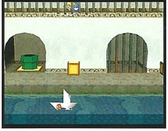
R +



You can form yourself into a tube and roll around the town by holding the R Button and rotating the Control Stick. The tube can even jump!

BOAT MODE

Y



Sail through sewers and streams by pressing the Y Button while atop a boat panel. To change back, simply hit Y again near a boat panel.

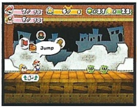
BATTLE BASICS

MORE THAN A FEW UNFRIENDLY FACES WOULD LIKE TO SEE MARIO FAIL IN HIS QUEST, AND THEY'LL DO EVERYTHING IN THEIR POWER TO MAKE THAT HAPPEN. FORTUNATELY, OUR HERO HAS THE MEANS TO FIGHT BACK.

RULES OF ENGAGEMENT

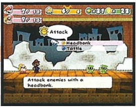
Battle commences when you come in contact with an enemy on the field. You and your foes will then take turns performing battle actions (you'll control both Mario and his partner). The turn order for each round is illustrated below. When it's your turn, select a command category with the Control Pad and press A, then choose a specific action and press A again to execute it.

MARIO'S TURN



Mario can choose from the following commands: Jump, Hammer, Items, Special and Tactics. Refer to page 9 for more information on each one.

PARTNER'S TURN



Attack enemies with a headbonk.

Your partners are limited to the Attack, Items and Tactics commands. Each ally has a different selection of attacks, however.

ENEMIES' TURN

All of your foes act in succession (though not necessarily from front to back). When they're finished, it will be Mario's turn again.

STRIKE FIRST

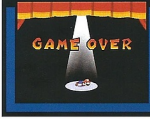
If you initiate a battle by jumping on an enemy or hitting it with your hammer, you'll sneak in a preemptive strike with Mario at the beginning of the encounter (before the plumber's first turn). An exclamation point will appear above an enemy's head when it becomes aware of your presence, and if it hits you during that time, the baddie will strike first.

VICTORY!

Should you emerge victorious, you'll receive Star Points, coins and possibly items. The number of Star Points you'll receive for defeating a particular enemy decreases as your level rises.

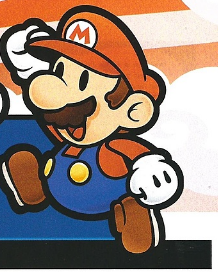
You got 7 Star Points!

GAME OVER



If Mario's Heart Points drop to zero, the game will end and you'll have to start over from your last save point. If your partner goes down, he or she will be unable to act, but you can keep fighting as long as Mario remains standing.

BASIC CONTROLS



YOU'LL NEED TO MASTER YOUR MUSTACHIOED LEADING MAN'S MOVES TO COLLECT ELUSIVE ITEMS AND FIGHT WILY FOES IN YOUR EPIC QUEST TO SAVE PRINCESS PEACH. THESE PAGES ARE YOUR GUIDE TO THE ESSENTIALS.

CONTROLLER FUNCTIONS

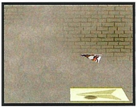
MOVE

Tilt the Control Stick to negotiate the environment and to move the occasional object. When standing on or near a warp pipe, push the Control Stick in the direction of the opening to enter the pipe.

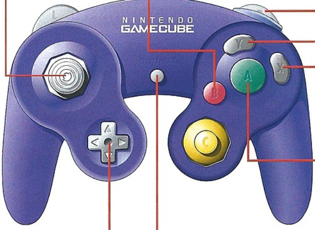
HAMMER

The hammer can break blocks, trip switches and nail your enemies. Simply press the B Button while facing your target to bring down the hurt.

USE ABILITIES



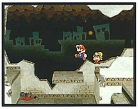
The R and Y Buttons let Mario show off his accursed abilities. Press Y when standing on an appropriate panel to turn Mario into an airplane or boat. The R Button lets him turn sideways or go tubular.



USE PARTNERS

Each party member possesses skills that are crucial to solving many puzzles. Familiarize yourself with each partner's gifts and press X to draw upon them.

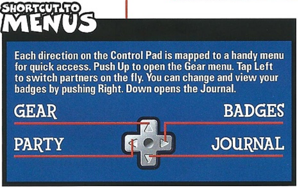
JUMP, TALK & EXAMINE



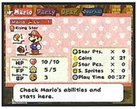
The A Button lets you initiate conversations, read signs, search areas, open doors and jump chasms. For everything other than jumping, watch your surroundings for contextual clues. An exclamation point indicates an object interaction whereas a word bubble denotes discussion.

SHORTCUT TO MENUS

Each direction on the Control Pad is mapped to a handy menu for quick access. Push Up to open the Gear menu. Tap Left to switch partners on the fly. You can change and view your badges by pushing Right. Down opens the Journal.



START/PAUSE MENU



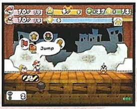
Mario Lvl. 1
Rising Star
HP 10/10
FP 5/5
BP 3
Star Pts. × 9
Coins × 21
Star Pcs. × 0
S. Sprites × 0
Play Time 00:27

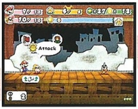
Check Mario's abilities and stats here.

When you need to take a break, press the Start/Pause Button to open the menu screen. From there you can check character statistics, switch party members, view your Gear, organize badges and read Journal information including Tattle Log entries.

BATTLE COMMANDS

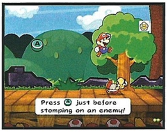
Below are all of the battle commands available to Mario at the beginning of the game. (His partners can also use Items and Tactics, but each has different options under its Attack command—see pages 14-17.) You can add more moves to your repertoire with certain badges (see page 13).





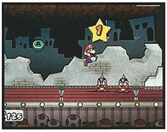
At the beginning of each turn, you can press the Y Button to have Mario and his partner switch places. The character in the front typically receives more damage, so if someone's running low on HP, it's a good idea to move him or her to the rear. You should also consider your characters' positions when formulating your plan of attack (one of them may be more effective versus the enemy in the front).

JUMP



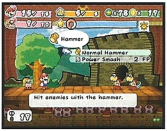
Press Ⓐ just before stomping on an enemy!

Mario's trademark maneuver, the Jump command enables you to attack enemies by stomping on them. You can target almost any foe with it.



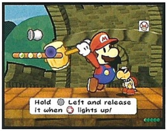
If you try to stomp an enemy that has a spike on its head or possesses any other characteristic hazardous to your feet, you'll take damage.

HAMMER



Hit enemies with the hammer.

Mario's other primary weapon is his trusty hammer. Unlike the jump, the mallet lets you strike most opponents safely.



Hold Ⓢ Left and release it when ⭘ lights up!

With the basic hammer attack, you can target only the enemy in the front, and only if it's on or near the ground.

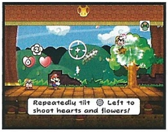
ITEMS

You'll find a variety of items that replenish your HP or FP. You can use them on either Mario or his partner during one of their turns.

Many other items serve offensive purposes. Some target only a single foe, while others strike every enemy onstage.

Some items can affect a character's statistics, either positively or negatively. Most last a limited number of turns.

SPECIAL

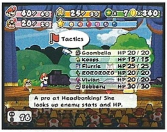


Repeatedly tilt Ⓢ Left to shoot hearts and flowers!

Every time you finish a chapter, you'll receive a new Special move. Each of the powerful techniques consumes Star Power.

TACTICS

SWAP PARTNER



A pro at Headbonking! She looks up enemy stats and HP.

You can swap in a different partner at any time. Choose the ally who's best suited for the situation at hand.

APPEAL

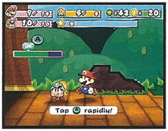
Use the Appeal tactic to win over the crowd and replenish some of your Star Power. (See page 11 for details.)

DEFEND

Defense will be boosted this turn!

The Defend tactic reduces the amount of damage you'll take for the remainder of the turn.

RUN AWAY



Tap Ⓐ rapidly!

You can also try to run away. Press the A Button as rapidly as possible to increase your chances of escaping.

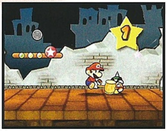
PLAN OF ATTACK

Before you decide how to spend a turn, it's important to consider your characters' capabilities. Let's say you're facing two enemies. The one in front is a ground-based foe with only two HP remaining, and the one in back has five HP and can fly. If your partner is Koops, you should have Mario attack the enemy in the rear. Koops typically can't deal as much damage as Mario, and his attacks are limited to enemies on the ground. Efficient use of each turn is the key to victory.

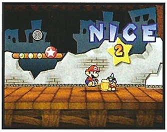
ACTION COMMANDS

While you're executing an attack, you can give it some extra oomph with additional Controller inputs called Action Commands. The commands change depending on the move—instructions will appear at the bottom of the screen when you select an attack. You'll know you did it right when "Nice" appears above your target. The basic concepts for the different types of Action Commands are described below, though there are numerous variations on each one.

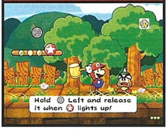
WITHOUT COMMAND



WITH COMMAND



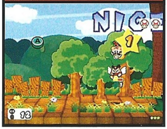
COUNTDOWN SMASH



Hold ◎ Left and release it when ⊗ lights up!

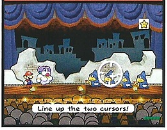
Tilt and hold the Control Stick left, then release it as soon as the red light flashes at the end of the sequence. The length and speed of the sequence vary from move to move.

TRICKY TIMING



With many aerial attacks, such as Mario's Jump and Goombella's Headbonk, you can press the A Button just before you land on your opponent to bounce back up and deliver an additional strike.

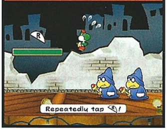
AIMING ATTACK



Line up the two cursors!

A couple of moves require you to align a cursor in the center of a targeting reticule. With some of them, you'll have to manipulate the cursor yourself; with others, you'll just have to stop it at the right time.

BUTTON MANIA



Repeatedly tap Ⓐ!

The Action Commands for most attacks involve prolonged button presses. You may need to hold a single button, mash one as quickly as possible or input an entire sequence.

DEFENSIVE ACTION COMMANDS

To perform a Guard Action Command, press A just before an enemy strikes you. Guarding will reduce the amount of damage you take from the foe's attack and help you resist status effects. You must time the action precisely, however; tapping A repeatedly won't work. You can press the B Button instead to execute a Superguard, but your timing has to be even more precise.

GUARD

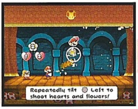
Some attacks are trickier to defend against than others. When you're facing an enemy for the first time, just do standard Guards until you get the timing down. It's important to note that a successful Guard will also protect you from negative status effects, such as poison.

SUPERGUARD

To do a Superguard, you must press the B Button at the exact moment the enemy's attack makes contact with your character. It's a lot more difficult to pull off than a standard Guard, but the payoff is substantial—it will negate the enemy's attack completely, *and* it'll damage your opponent.

STAR POWER

Your Star Power gauge is made up of power dots located next to the star icon at the top of the battle screen. Each dot represents a single unit of power. When you have Star Power available, you can use a Special move. Each one consumes a certain number of units, as listed next to its name (see below for how to replenish your Star Power). You'll earn an additional dot and learn another Special moves every time you acquire a new Crystal Star.


Repeatedly tilt ◎ Left to shoot hearts and flowers!

Like regular attacks, each Special move has its own Action Commands. Look at the bottom of the screen for instructions.

THE AUDIENCE

Battles take place onstage in front of an audience. You can recover your Star Power by getting the audience excited with Action Commands. The more thrilling your battles are, the more people will come to watch you fight. (The number of spectators is displayed in the lower left-hand corner of the battle screen.) And the more people there are in the audience, the faster your power dots will refill. You can use the Appeal command to win over the crowd and replenish your Star Power even more.

Unfortunately, not everyone in the audience is an adoring fan. When the X Button appears below your party, it means a spectator is about to throw something onstage. Quickly scan the crowd and press X if you see an object that could be hazardous to your health—your active character will then go into the audience and bonk the troublemaker. If someone's about to toss you a useful item, however, simply ignore the button prompt to receive your gift.

Every 10 levels, you'll receive a new theater with greater seating capacity, enabling you to replenish your Star Power at a much faster clip. See the next page for more information on leveling up.

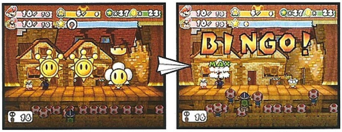
STYLISH MOVES

If you press the A Button at the right time during an attack, you'll pull off a Stylish move that will make the crowd go nuts (it won't deal extra damage, though). The timing for each attack is different, but if you equip the Timing Tutor badge (see page 111), an exclamation point will appear above your character to prompt you when to press A. Some attacks give you multiple opportunities to be stylish.

STYLISH
123

BINGO!

An icon will appear next to your Star Power gauge whenever you nail an Action Command. If you have two matching icons and you pull off an additional Action Command, you'll get to take the Bingo! wheel for a spin. Press the A Button to try to match the third icon to the first two (or not, if you have a pair of poison mushrooms). If you're successful, people will swarm into the theater and you'll receive the benefit (or the punishment in the case of three poison 'shrooms) that corresponds to the icons, as listed below.



🍄 🍄 🍄 RECOVER ALL HP

🌼 🌼 🌼 RECOVER ALL FP

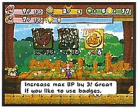
⭐ ⭐ ⭐ RECOVER ALL STAR POWER

☀ ☀ ☀ RECOVER ALL HP, FP AND STAR POWER

🍄 🍄 🍄 LOSE HALF OF HP, FP AND STAR POWER

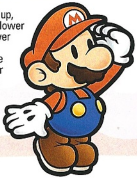
LEVEL UP

At the end of a battle, you'll receive Star Points for all of the enemies you've defeated. Once you've accumulated 100 points, Mario's level will increase by one. The number of points you'll receive for each foe depends on your current level (you'll receive more points for taking out a Goomba when you're at level one, for example, than you would at level 10). It's important to level up on a regular basis—if you flee from too many confrontations, you could find yourself outmatched later on.



Increase max BP by 3! Great if you like to use badges.

Whenever you level up, your Heart Points, Flower Points and Star Power will be completely replenished. If you're approaching 100 Star Points, it might be a good idea to save that 'shroom.



CHOOSING YOUR BONUS

Each time you level up, you'll have the option to increase your maximum Heart Points by five, Flower Points by five or Badge Points by three. Which attribute you should choose depends largely on your personal play style, but the following are our recommendations.

HP

Increase your maximum Heart Points fairly often, especially early on or if you're frequently on the verge of kicking the bucket. As you advance further into the game and your badge collection grows, boosting your HP will become less important.

FP

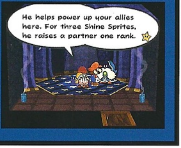
Though many techniques consume FP, it's definitely the least crucial of the three attributes. Boost it only on occasion.

BP

Being able to wear lots of badges makes you incredibly versatile. The more you have in your possession, the more you should increase your max BP.

POWER UP YOUR PARTNERS

The rest of your party isn't affected by Star Points, but you can power up your allies at Merlon's house in Rogueport. For three Shine Sprites, the old man will increase a partner's HP and teach him or her a new move. At first, you can increase each character's ranking only once. After Chapter 5, though, Merlon can power up your partners a second time if you bring him a special item (see page 25).



He helps power up your allies here. For three Shine Sprites, he raises a partner one rank.

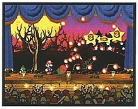
BATTLE POINTERS

We've covered all the basics, but there are a few more things to keep in mind as you head into battle. Heed the following pointers, and always take your own strengths and weaknesses into consideration when formulating a plan of attack. If you're facing multiple types of enemies, for instance, concentrate first on the one you've had the most difficulty guarding against.

FLIP 'EM OVER

Some enemies, such as Koopa Troopas and Clefts, have a pretty high Defense while they're on their feet. Stomp on them (or use the Quake Hammer) to flip 'em over and expose their soft underbellies. They'll take a heck of a lot more damage that way.

CLEAN SWEEP



Always keep items on hand that are capable of damaging multiple adversaries at once (Fire Flowers, Ice Storms, etc.). They can be lifesavers if you're confronted by a large group of especially dangerous foes, or if you're running low on HP and need to put an end to the fight quickly.

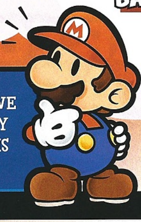
A SECOND CHANCE

The Life Shroom is quite possibly the most useful item in the game. If either Mario or his partner falls in battle, the mushroom will resurrect the combatant instantly and restore 10 Heart Points. Unfortunately, Life Shrooms are rather expensive, so you'll want to save them for boss battles from which you can't run away.

BEWARE OF ITEMS

Every once in a while you'll see an enemy bring an item into battle. If it's something particularly potent, make the weapon-bearer your first target. At the battle's conclusion (assuming you win), you might have the opportunity to add the item to your inventory.

BADGES

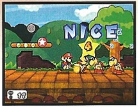


BADGES? WE DON'T NEED NO STINKING BADGES! SORRY, WE COULDN'T RESIST. IN ACTUALITY, YOU'LL NEED AS MANY BADGES AS YOU CAN GET YOUR HANDS ON. WEARING THEM IS VITAL TO YOUR SUCCESS.

BADGES OF POWER

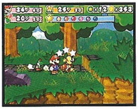
Throughout your adventure, you'll find a variety of badges that empower you with new attacks, abilities or bonuses. For a listing of every badge in the game (including locations and descriptions), refer to pages 108-111.

IN BATTLE



The vast majority of badges play a role in battle. Some add new Jump or Hammer techniques to Mario's repertoire, while others bestow him or his partner with new abilities or improved attributes. Experiment with different combinations to find out which ones work best for you.

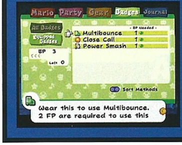
ON THE FIELD



A few badges affect Mario on the field. The Bump Attack badge, for example, lets you bump into weak foes to defeat them without battling. Some, such as the W Emblem badge (which dresses up our hero as Wario), are merely for your amusement.

EQUIPPING BADGES

To benefit from a badge's effects, you must equip it. Each badge requires a certain number of Badge Points, and you can wear it only if you have that many points available.



- BP Needed -
Multibounce 1
Close Call 1
Power Smash 1

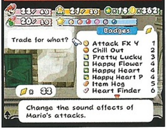
Wear this to use Multibounce.
2 FP are required to use this

When you unequip a badge, the BP required to wear it will once again become available. You can then use those points to equip a different badge. You can remove and equip badges as often as you like, so always wear those that will be most effective for the situation at hand.

EXPANDING YOUR BADGE COLLECTION

There are four ways to acquire badges. You can trade Star Pieces to Dazzle for them, you can purchase them from Charlieton or the Lovely Howz of Badges, you can win them from the Pianta Parlor and you can find them in the field. The first three options all pertain to Rogueport (see page 25 for more information). The badges in the field are called out on the maps throughout the guide (see page 18).

TRADE



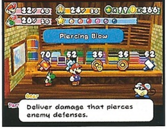
Trade for what?

Attack FX Y	1
Chill Out	2
Pretty Lucky	3
Happy Flower	4
Happy Heart	4
Happy Heart P	4
Item Hog	5
Heart Finder	6

Change the sound effects of Mario's attacks.

Dazzle hangs out in the sewers beneath Rogueport. He has a wide variety of badges that he'll trade to you for Star Pieces.

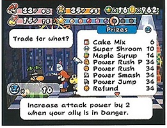
PURCHASE



Deliver damage that pierces enemy defenses.

Both Charlieton and the Lovely Howz of Badges update their inventory from time to time, and both sell badges you can't find anywhere else.

WIN



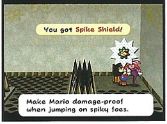
Trade for what?

Cake Mix	6
Super Shroom	10
Maple Syrup	14
Power Rush P	34
Power Rush	34
Power Smash	34
Power Jump	34
Refund	34

Increase attack power by 2 when your ally is in Danger.

You can redeem your tokens for badges at the Pianta Parlor. The selection will expand when you complete certain side quests.

FIND



You got Spike Shield!

Make Mario damage-proof when jumping on spiky foes.

You'll find badges inside treasure chests and item blocks throughout each area. Additionally, some enemies will drop badges on occasion.

MARIO'S PARTNERS

EVEN A HERO AS GREAT AS MARIO NEEDS A LITTLE ASSISTANCE NOW AND THEN (JUST ASK LUIGI). FORTUNATELY, YOU'LL MEET SOME HELPFUL COMPANIONS ON YOUR JOURNEY.

THE MAGNIFICENT SEVEN

A new partner will join your party during each of the first four chapters. (Goombella will hook up with you at the beginning of the prologue, and Ms. Mowz's inclusion in your group is optional.) On the following pages, we'll help you get to know them all.

ON THE FIELD

Each of your companions possesses a special ability that you'll utilize over the course of the game to solve puzzles, get past obstacles and just make your life a little easier.

IN BATTLE

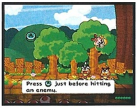
Your partners start with the top two attacks listed in their sections on the following pages. When they level up at Merlon's the first time, they'll learn the third attack. If you take them back to level up again, they'll learn the fourth attack. Below the brief description of each move, you'll see how much damage it does at each level.

GOOMBELLA

Goombella is the first companion to join Mario on his journey. She's a smart (though somewhat sassy) Goomba girl with aspirations to become an archaeologist. Press the X Button to ask her about your current location or the person standing in front of you.

HEADBONK

FP: 0



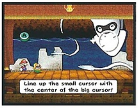
Press Ⓐ just before hitting an enemy.

The Headbonk is an aerial attack similar to Mario's Jump. Press the A Button just before you hit an enemy to bounce up and bonk it again.

LEVEL ONE:	1 or 2 HP
LEVEL TWO:	2 or 4 HP
LEVEL THREE:	3 or 6 HP

TATTLE

FP: 0



Line up the small cursor with the center of the big cursor!

Goombella's Tattle ability doesn't deal any damage, but it allows you to view an enemy's description and see its HP in battle. Press A when the small cursor lines up in the center of the targeting reticule.

MULTIBONK

FP: 3

With the Multibonk, Goombella can keep bonking foes until you miss an Action Command. As with the Headbonk, press A just before you make contact with your target.

LEVEL THREE:	UNLIMITED HP

RALLY WINK

FP: 4

The Rally Wink gives Mario the courage to launch an extra attack during the round (regardless of whether he's already taken his turn). Tap the A and B Buttons as shown onscreen to fill the gauge past the "OK" point.

KOOPS

Koops is a timid Koopa who wants to be tougher for his girlfriend, Koopie Koo. In the field, you can press X to launch Koops and retrieve distant items. After hurling him, you can hold your companion in place by keeping your thumb on the the X Button.

SHELL TOSS

FP: 0

For his basic attack, Koops tosses himself at the foremost ground-dwelling enemy. Hold the Control Stick left and release it when the red circle in the middle of the meter lights up.

LEVEL ONE:	1 or 2 HP
LEVEL TWO:	2 or 3 HP
LEVEL THREE:	3 or 5 HP

POWER SHELL

FP: 3

Koops's Power Shell is similar to the Shell Toss, but it pelts every enemy on the ground. Hold the Control Stick left and release it when the red circle at the end of the meter lights up.

LEVEL ONE:	1 or 2 HP
LEVEL TWO:	2 or 3 HP
LEVEL THREE:	3 or 5 HP

SHELL SHIELD

FP: 4

The Shell Shield shelters Mario from attacks with a giant shell (we're not sure where Koops pulls it from). For maximum protection, press A when the "OK" needle is in the red.

SHELL SLAM

FP: 6

The überpowerful Shell Slam strikes every ground-based enemy, and ignores their DEF stats if you execute it well. Flick the Control Stick left repeatedly to fill the meter.

LEVEL THREE:	1 to 6 HP

MADAME FLURRIE

Flurrie is a former stage star, and a cloud spirit who can control the wind. With her by your side, press and hold the X Button to blow away certain objects or to daze enemies momentarily so you can walk past them.

BODY SLAM

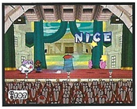
FP: 0

With the Body Slam, Flurrie brings her impressive amplitude crashing down on an enemy from above. Manipulate the Control Stick to align the cursor in the center of the targeting reticule.

LEVEL ONE:	1 or 2 HP
LEVEL TWO:	2 or 3 HP
LEVEL THREE:	3 or 5 HP

GALE FORCE

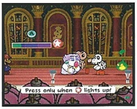
FP: 4



Flurrie's Gale Force uses her amazing lung capacity to attack every enemy onstage with a powerful gust of wind. Hold and release the A Button in time with the onscreen indicator to fill the gauge. If you pull it off, Flurrie may literally blow your opponents away.

LIP LOCK

FP: 3



The Lip Lock sucks away the front enemy's HP and adds it to Flurrie's with a wet, sloppy kiss. To fill the gauge, hold the A Button only while the red circle is lit up.

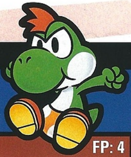
LEVEL TWO:	2 or 3 HP
LEVEL THREE:	3 or 5 HP

DODGY FOG

FP: 4

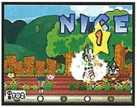
Use the Dodgy Fog to render the object of Flurrie's affection (aka Mario) almost impossible to hit for the next few turns. Tilt the Control Stick in time with the onscreen prompts. The directions will change each time you use the move.

YOSHI



You'll name this newborn Yoshi yourself when he hatches in Chapter 3, but for the sake of clarity, we'll refer to him by the name of his species. Press X to hop on the little guy's back and move more quickly. While you're riding him, you can press the A Button to float through the air for a brief time.

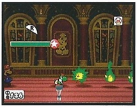
GROUND POUND FP: 0



If you select the Ground Pound, Yoshi will drop on an enemy from above, crushing it repeatedly. Mash the R Button as quickly as possible to fill the gauge as Yoshi approaches his target.

LEVEL ONE: 1 or 2 HP
LEVEL TWO: 2 or 3 HP
LEVEL THREE: 3 or 5 HP

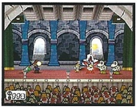
GULP FP: 4



The trademark move of the species, Gulp inhales the front enemy and spits it out at another opponent. Hold the R Button, and release it when the circle at the end of the meter lights up.

LEVEL ONE: 1 or 2 HP
LEVEL TWO: 2 or 3 HP
LEVEL THREE: 3 or 5 HP

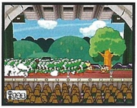
MINI-EGG FP: 3



With the Mini-Egg attack, Yoshi throws eggs at enemies to shrink them and reduce their Attack power. Press A when the circles light up.

LEVEL TWO: 2 or 3 HP
LEVEL THREE: 3 or 5 HP

STAMPEDE FP: 6



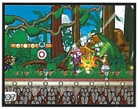
The Stampede calls in a herd of Yoshis to attack all ground-based enemies. Altnerate between pressing L and R to fill the gauge and summon as many of the dinosaurs as possible.

LEVEL THREE: 1 to 6 HP

VIVIAN

Vivian is one of the Shadow Sirens that work for Sir Grodus, but she joins Mario when he shows her an act of kindness. Though she suffers from an inferiority complex, she's perhaps the best partner in the game. Press the X Button to pull Mario into the shadows, where nobody can find him.

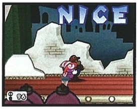
SHADE FIST FP: 0



The Shade Fist can set any foe aflame with a burning punch. Press the button that appears onscreen when Vivian pops up in front of her target.

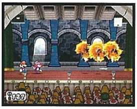
LEVEL ONE: 1 or 2 HP
LEVEL TWO: 2 or 4 HP
LEVEL THREE: 3 or 6 HP

VEIL FP: 1



Veil lets Mario and Vivian hide in the shadows to avoid your foes' next round of attacks. Input the button sequence that appears onscreen. Your reemergence counts as your turn, so your opponents will get to act next.

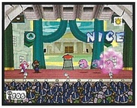
FIERY JINX FP: 6



The powerful Fiery Jinx can set all of your foes ablaze. As with Shade Fist, the flames will deal one point of damage at the end of every turn. Press the buttons in order as they appear onscreen.

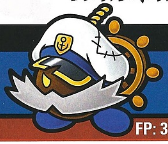
LEVEL TWO: 2 or 3 HP
LEVEL THREE: 3 or 5 HP

INFATUATE FP: 4



With Infatuate, Vivian blows a kiss to every enemy onstage in an effort to confuse them for a few turns. Press A the instant a heart appears over a foe.

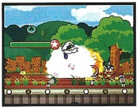
ADMIRAL BOBBERY



Admiral Bobbery is a salty old Bob-omb sailor who was once married to the lovely Scarlette. Press the X Button to pick him up and throw him. After walking a few steps, he'll explode (you can expedite the process by pressing X again).

BOMB

FP: 0

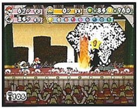


Bobbery's basic Bomb attack is an explosion that hits the closest ground-based foe. Hold the A Button and release it when the circle at the end of the meter lights up.

LEVEL ONE:	1 or 2 HP
LEVEL TWO:	2 or 3 HP
LEVEL THREE:	3 or 5 HP

BOMB SQUAD

FP: 3

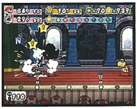


If you select the Bomb Squad, Bobbery will throw three bombs that will explode at the end of the next round. Press A when the cursor is aimed at your intended target.

LEVEL ONE:	1 or 2 HP
LEVEL TWO:	2 or 3 HP
LEVEL THREE:	3 or 5 HP

HOLD FAST

FP: 4

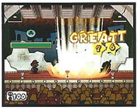


Hold Fast damages any enemy that attacks Bobbery directly. Press A when each of the three red circles lights up. The duration of the effect depends on how many of the circles you hit.

LEVEL TWO:	2 or 3 HP
LEVEL THREE:	3 or 5 HP

BOB-OMBAST

FP: 9



The Bob-ombast consumes a lot of FP, but it punishes every foe onstage with a massive blast. Mash the A Button as quickly as you can to fill the gauge while Bobbery approaches the enemy.

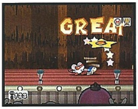
LEVEL THREE:	1 to 6 HP

MS. MOWZ

To convince Ms. Mowz to join your party, you must complete the Elusive Badge side quest that's posted in the Trouble Center after Chapter 4 (see page 124). Once she's in your company, press the X Button to have her sniff out any items or objects hidden nearby.

LOVE SLAP

FP: 0

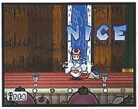


If you pull it off as well as possible, the ground-based Love Slap will ignore your target's Defense stat. Quickly and repeatedly flick the Control Stick from left to right to fill the gauge.

LEVEL ONE:	1 or 2 HP
LEVEL TWO:	2 or 4 HP
LEVEL THREE:	3 or 6 HP

KISS THIEF

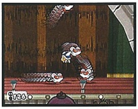
FP: 2



Kiss Thief allows Ms. Mowz to steal an enemy's badge or item. Press the A Button after the gauge passes the "OK" point but before it reaches the end of the bar.

TEASE

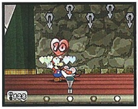
FP: 3



Tease disorients enemies with some of Ms. Mowz's sly moves, making them dizzy for a few turns. Alternate between holding and releasing the A Button to fill the gauge gradually, but don't let it overflow.

SMOOCH

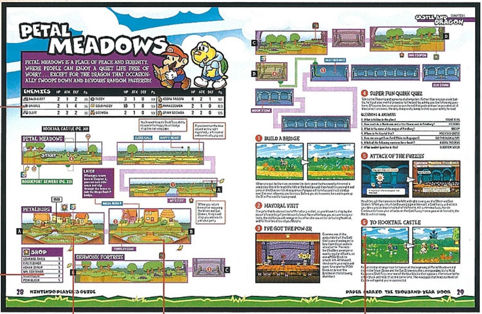
FP: 10



Ms. Mowz's Smooch recovers Mario's HP with a friendly kiss. It consumes more FP than any other move in the game, but it can replenish up to 10 of the plumber's Heart Points. Alternate between tapping A and B to fill the gauge.

HOW TO USE THE GUIDE

BEFORE YOU EMBARK ON YOUR QUEST TO OPEN THE THOUSAND-YEAR DOOR, TAKE A MOMENT TO FAMILIARIZE YOURSELF WITH THE ELEMENTS OF THIS GUIDE'S WALK-THROUGH PAGES.



The Enemies box lists each foe that you'll encounter in the area, with the creature's picture, its HP, ATK and DEF, as well as the page number on which you can find a brief description of it in the Tattle Log section of the guide.

SHOP

The Shop chart displays a complete list of the items for sale at the boutique in the area, along with the cost for each article.

Every item and important object in the area is called out with an icon on the map. Refer to the key below.

LATER

Later boxes such as this one indicate that you'll have to come back after you've acquired a new ability or sidekick to reach the item or area that's described.

Numbered tips correlate to the numbers on the map, and will help you get past the tricky spots.

MAP KEY

- B Letters indicate connections between areas on the map.
- 🟩 Green lines represent connections between warp pipes.
- ⑥ Numbers refer you to corresponding tips in the walk-through.
- START STARTING POINT
- BOSS BOSS LOCATION

- SAVE BLOCK
- HEART BLOCK
- SHINE SPRITE
- FIRE FLOWER
- HONEY SYRUP
- MUSHROOM
- POW BLOCK
- ITEMS
- BADGES

KEYS

- CARD KEYS
- ELEVATOR KEYS
- CASTLE KEY
- BLACK KEY
- BLUE KEY
- RED KEY
- GROTTO KEY
- STORAGE KEY
- PALACE KEYS
- STEEPLE KEYS
- STATION KEYS

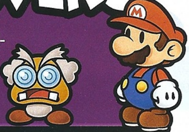
STAR PIECES

- A regular Star Piece icon points out the location of a Star Piece in the open field or hidden behind an object.
- A Star Piece icon with a red burst beneath it calls out a Star Piece that's underground. Do a Spin Jump to unearth it.
- A Star Piece icon with an "e" beneath it represents a Star Piece that you'll receive for completing an event.

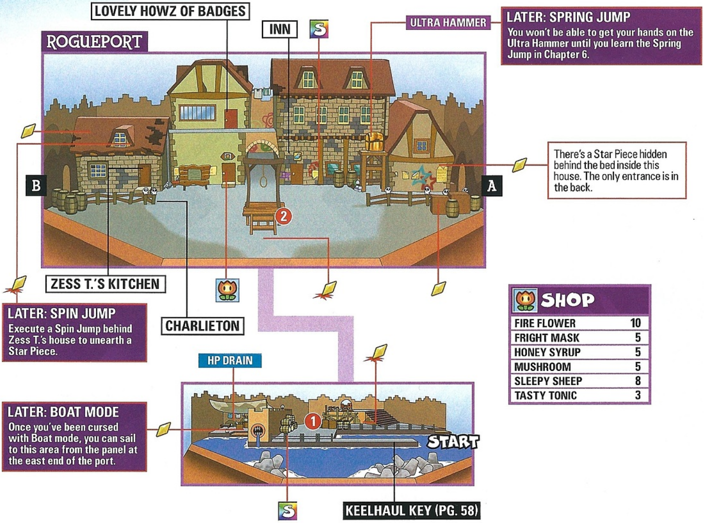
A ROGUE'S WELCOME

ROGUEPORT & ROGUEPORT SEWERS

THE TOWN OF ROGUEPORT WILL SERVE AS YOUR HUB THROUGHOUT THE GAME. REFER TO THESE PAGES BEFORE THE START OF EACH CHAPTER TO SEE WHICH NEW GOODIES YOU CAN GET YOUR MITTS ON.



ENEMIES	HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.
GOOMBA	2	1	0	99	MAGIKOOPA	7	4	0	102	SPIKY GOOMBA	2	2	0	105
HAMMER BRO	7	4	1	100	PARAGOOMBA	2	1	0	103	SPINIA	3	1	0	105
KOOPATROL	6	4	2	101	SPANIA	3	1	0	105	SPUNIA	12	7	2	105


LOVELY HOWZ OF BADGES
INN
ULTRA HAMMER
ROGUEPORT
B
A
2
ZESS T.'S KITCHEN
CHARLIETON
HP DRAIN
1
START
KEELHAUL KEY (PG. 58)

LATER: SPRING JUMP
You won't be able to get your hands on the Ultra Hammer until you learn the Spring Jump in Chapter 6.

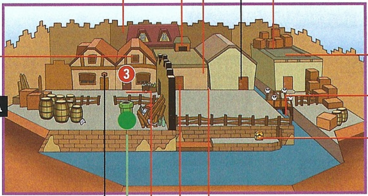
There's a Star Piece hidden behind the bed inside this house. The only entrance is in the back.

LATER: SPIN JUMP
Execute a Spin Jump behind Zess T.'s house to unearth a Star Piece.

LATER: BOAT MODE
Once you've been cursed with Boat mode, you can sail to this area from the panel at the east end of the port.

SHOP

FIRE FLOWER	10
FRIGHT MASK	5
HONEY SYRUP	5
MUSHROOM	5
SLEEPY SHEEP	8
TASTY TONIC	3



TROUBLE CENTER

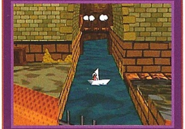
LATER: PAPER MODE

There's a Shine Sprite behind this house. To reach it, get on the roof as described below and squeeze between the crates.

LATER: YOSHI

Once Yoshi joins your party, you can ride him across the river then jump onto the crates to reach the rooftops.

DOUBLE DIP



LATER: BOAT MODE

Embark from the boat panel behind the Trouble Center and sail around to the other panel left of the treasure chest.

MERLON'S HOUSE

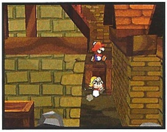
LATER: PAPER MODE

You can get behind these buildings by slipping between them in Paper mode.

LATER

You'll have to wait until the prelude to Chapter 5 to get your hands on the Shine Sprite inside this house (see page 57).

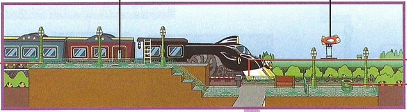
ROGUEPORT SEWERS (PG. 22)



Step behind the wall next to Merlon's house and jump on the crates behind Professor Frankly's abode. If you search a little bit, you'll find a hidden Star Piece.

EXCESS EXPRESS (PG. 66)

GLITZVILLE (PG. 44)



SHOP

DIZZY DIAL	12
DRIED SHROOM	2
LIFE SHROOM	50
SUPER SHROOM	20
THUNDER BOLT	10
VOLT SHROOM	10

LATER: BOBBERY

To blast through this cracked wall and acquire the Shine Sprite on the other side, you'll need the services of Admiral Bobbery.

PIANTA PARLOR

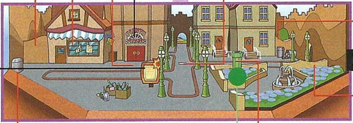
LATER: PAPER MODE

Once you receive Paper mode, you can slip through the drain to access another part of the Rogueport Sewers.

ROGUEPORT SEWERS (PG. 23)

LATER: TUBE MODE

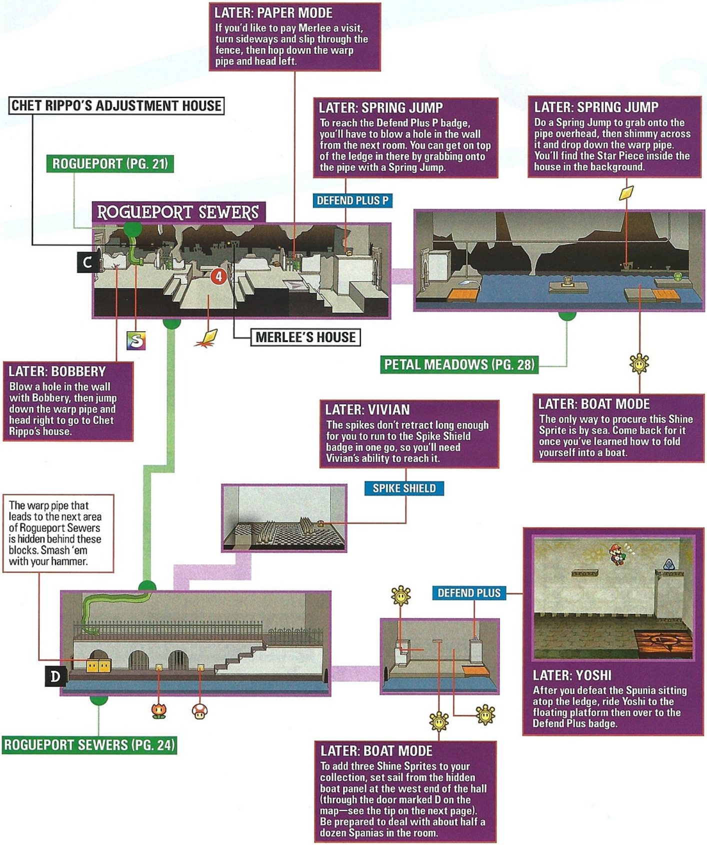
You'll land next to this Shine Sprite if you roll through the small hole upstairs in the adjacent house.



LOTTERY

You can buy a lottery ticket from Lucky the Bob-omb for 10 coins. Check the board every day (in real time) for the winning number. Your prize will differ depending on how many digits match those on your ticket. You can buy a new ticket at any time, but it'll cost you 100 coins.

ROGUEPORT SEWERS (PG. 23)


CHET RIPPO'S ADJUSTMENT HOUSE
ROGUEPORT (PG. 21)
ROGUEPORT SEWERS
DEFEND PLUS P
C
4
MERLEE'S HOUSE
PETAL MEADOWS (PG. 28)
SPIKE SHIELD
D
DEFEND PLUS
ROGUEPORT SEWERS (PG. 24)

LATER: PAPER MODE
If you'd like to pay Merlee a visit, turn sideways and slip through the fence, then hop down the warp pipe and head left.

LATER: SPRING JUMP
To reach the Defend Plus P badge, you'll have to blow a hole in the wall from the next room. You can get on top of the ledge in there by grabbing onto the pipe with a Spring Jump.

LATER: SPRING JUMP
Do a Spring Jump to grab onto the pipe overhead, then shimmy across it and drop down the warp pipe. You'll find the Star Piece inside the house in the background.

LATER: BOBBERY
Blow a hole in the wall with Bobbery, then jump down the warp pipe and head right to go to Chet Rippo's house.

LATER: VIVIAN
The spikes don't retract long enough for you to run to the Spike Shield badge in one go, so you'll need Vivian's ability to reach it.

LATER: BOAT MODE
The only way to procure this Shine Sprite is by sea. Come back for it once you've learned how to fold yourself into a boat.

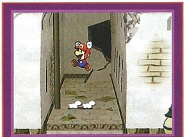
The warp pipe that leads to the next area of Rogueport Sewers is hidden behind these blocks. Smash 'em with your hammer.

LATER: YOSHI
After you defeat the Spunia sitting atop the ledge, ride Yoshi to the floating platform then over to the Defend Plus badge.

LATER: BOAT MODE
To add three Shine Sprites to your collection, set sail from the hidden boat panel at the west end of the hall (through the door marked D on the map—see the tip on the next page). Be prepared to deal with about half a dozen Spanias in the room.

SHOP

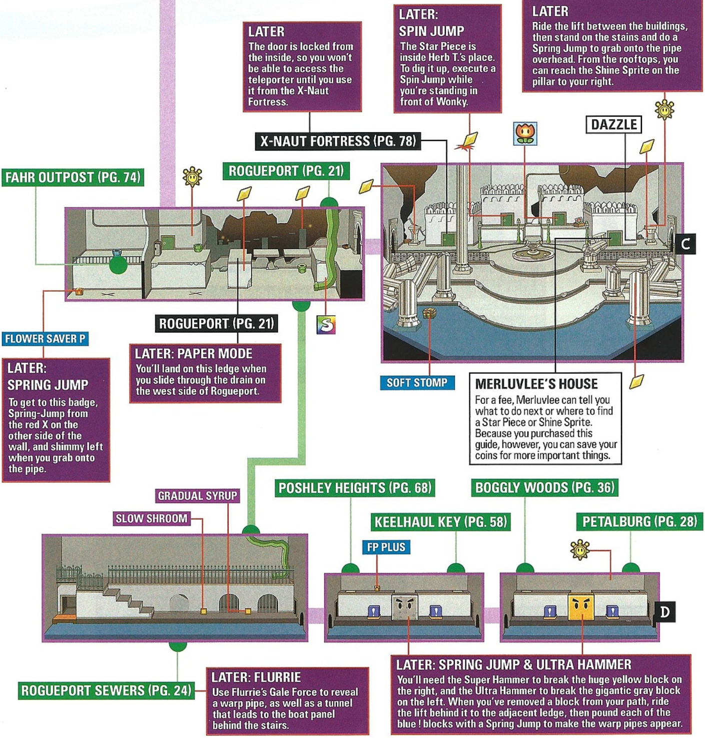
GOLD BAR	110
GOLD BAR X 3	350
GRADUAL SYRUP	15
JAMMIN' JELLY	200
SLOW SHROOM	15
ULTRA SHROOM	200



LATER

Ride the lift between the buildings, then stand on the stains and do a Spring Jump to grab onto the pipe overhead. From the rooftops, you can reach the Shine Sprite on the pillar to your right.

TWILIGHT TOWN (PG. 50)


FAHR OUTPOST (PG. 74)
ROGUEPORT (PG. 21)
X-NAUT FORTRESS (PG. 78)
DAZZLE
C
ROGUEPORT (PG. 21)
FLOWER SAVER P
SOFT STOMP
GRADUAL SYRUP
SLOW SHROOM
POSHLEY HEIGHTS (PG. 68)
BOGGLY WOODS (PG. 36)
KEELHAUL KEY (PG. 58)
PETALBURG (PG. 28)
FP PLUS
D
ROGUEPORT SEWERS (PG. 24)

LATER

The door is locked from the inside, so you won't be able to access the teleporter until you use it from the X-Naut Fortress.

LATER: SPIN JUMP

The Star Piece is inside Herb T.'s place. To dig it up, execute a Spin Jump while you're standing in front of Wonky.

LATER: SPRING JUMP

To get to this badge, Spring-Jump from the red X on the other side of the wall, and shimmy left when you grab onto the pipe.

LATER: PAPER MODE

You'll land on this ledge when you slide through the drain on the west side of Rogueport.

MERLUVLEE'S HOUSE

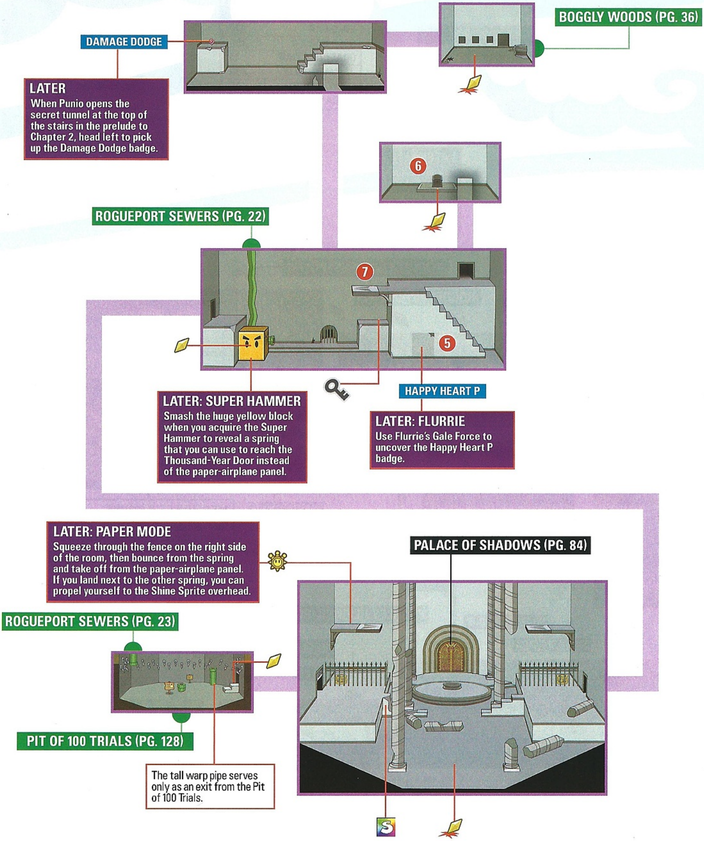
For a fee, Merluvlee can tell you what to do next or where to find a Star Piece or Shine Sprite. Because you purchased this guide, however, you can save your coins for more important things.

LATER: FLURRIE

Use Flurrie's Gale Force to reveal a warp pipe, as well as a tunnel that leads to the boat panel behind the stairs.

LATER: SPRING JUMP & ULTRA HAMMER

You'll need the Super Hammer to break the huge yellow block on the right, and the Ultra Hammer to break the gigantic gray block on the left. When you've removed a block from your path, ride the lift behind it to the adjacent ledge, then pound each of the blue ! blocks with a Spring Jump to make the warp pipes appear.


DAMAGE DODGE
BOGGLY WOODS (PG. 36)
6
ROGUEPORT SEWERS (PG. 22)
7
5
HAPPY HEART P
PALACE OF SHADOWS (PG. 84)
ROGUEPORT SEWERS (PG. 23)
PIT OF 100 TRIALS (PG. 128)

LATER

When Punio opens the secret tunnel at the top of the stairs in the prelude to Chapter 2, head left to pick up the Damage Dodge badge.

LATER: SUPER HAMMER

Smash the huge yellow block when you acquire the Super Hammer to reveal a spring that you can use to reach the Thousand-Year Door instead of the paper-airplane panel.

LATER: FLURRIE

Use Flurrie's Gale Force to uncover the Happy Heart P badge.

LATER: PAPER MODE

Squeeze through the fence on the right side of the room, then bounce from the spring and take off from the paper-airplane panel. If you land next to the other spring, you can propel yourself to the Shine Sprite overhead.

The tall warp pipe serves only as an exit from the Pit of 100 Trials.

ITEM-SHOP PRIZES

POINTS	PRIZE
10 PTS.	MUSHROOM
20 PTS.	ICE STORM
30 PTS.	SUPER SHROOM
50 PTS.	THUNDER RAGE
70 PTS.	SHOOTING STAR
100 PTS.	GOLD BAR
150 PTS.	LIFE SHROOM
200 PTS.	ULTRA SHROOM
250 PTS.	JAMMIN' JELLY
300 PTS.	GOLD BAR x 3

You'll earn a point every time you buy something from an item shop. Once you've accumulated enough points, you'll receive the prize listed in the table. Points carry over from shop to shop, so don't worry about buying your items from a particular establishment.

TROUBLE CENTER

You'll find a variety of side quests posted on the bulletin board in the Trouble Center. When you complete one of the quests, you'll receive a reward. Additional troubles will be posted at the conclusion of each chapter. See pages 124-127 for more information.

MERLON'S HOUSE

In exchange for three Shine Sprites, Merlon will power up a partner of your choosing. That includes boosting the character's stats and teaching your ally a new battle technique. After Chapter 5, he can power up each partner a second time if you bring him the Up Arrow from Hooktail Castle (see page 31).

ZESS T.'S KITCHEN

After you replace Zess T.'s contact lens (see page 26), she'll go back into her kitchen. You can then give her items to have her cook dishes for you. See pages 121-123 for more information.

CHARLIETON

Charlieton is a traveling salesman who hawks his wares in the town square. He offers only four products at a time, and he'll replace them with different goods (from the list below) whenever you leave Rogueport.

PRODUCT	PRICE
ATTACK FX C BADGE	120
BOO'S SHEET	24
DOUBLE PAIN BADGE	36
DRIED SHROOM	2
EARTH QUAKE	18
HAMMERMAN BADGE	180
JAMMIN' JELLY	120
JUMPMAN BADGE	180

PRODUCT	PRICE
MEGA RUSH BADGE	60
REPEL CAPE	18
SHOOTING STAR	36
SLOW GO	12
STOP WATCH	24
TIMING TUTOR BADGE	120
ULTRA SHROOM	120
W EMBLEM BADGE	360

DAZZLE

Dazzle is a creepy little fellow who hangs out in the sewers beneath Rogueport and trades badges for Star Pieces. You'll find a complete listing of every Star Piece on pages 114-115, and they're also called out on the maps.

BADGE	STAR PIECES
ATTACK FX P	1
CHILL OUT	2
FLOWER FINDER	6
FLOWER SAVER	10
FLOWER SAVER P	10
HAPPY FLOWER	4
HAPPY HEART	4
HAPPY HEART P	4

BADGE	STAR PIECES
HEART FINDER	6
ITEM HOG	5
PEEKABOO	7
POWER PLUS	15
POWER PLUS P	15
PRETTY LUCKY	3
QUICK CHANGE	8

LOVELY HOWZ OF BADGES

The Lovely Howz of Badges is located above the item shop. To get there, head through the door on the second floor of the inn. The badges on the counter are sold for a reduced price, and the assortment changes whenever you leave Rogueport. You can scope out the rest of the inventory by speaking to the clerk.

BADGE	PRICE/(SALE)	
FP DRAIN	100/(70)	AVAILABLE FROM THE BEGINNING
HAPPY FLOWER	150/(105)	
LAST STAND	50/(35)	
LAST STAND P	50/(35)	
PIERCING BLOW	75/(52)	
POWER JUMP	50/(35)	
SIMPLIFIER	50/(35)	
SUPER APPEAL	50/(35)	
UNSIMPLIFIER	50/(35)	
CLOSE CALL	100/(70)	AVAILABLE AFTER CHAPTER 1
CLOSE CALL P	100/(70)	
SLEEPY STOMP	75/(52)	
FIRST ATTACK	100/(70)	AVAILABLE AFTER CHAPTER 2
POWER RUSH	50/(35)	
PRETTY LUCKY P	150/(105)	
ICE SMASH	75/(52)	AVAILABLE AFTER CHAPTER 3
POWER RUSH P	50/(35)	
SHRINK STOMP	75/(52)	
DAMAGE DODGE	150/(105)	AVAILABLE AFTER CHAPTER 4
HEAD RATTLE	100/(70)	
SOFT STOMP	75/(52)	
DAMAGE DODGE P	150/(105)	AVAILABLE AFTER CHAPTER 5
FIRE DRIVE	100/(70)	
SUPER APPEAL P	50/(35)	
ATTACK FX P	100/(70)	AVAILABLE AFTER CHAPTER 6

MERLEE'S HOUSE

If you have Merlee charm you, you'll occasionally receive various bonuses in battle. The frequency of the bonuses depends on which path you choose. The Cheap Path costs five coins, the Normal Path is 20 coins and the Special Path will run you 50 coins, but it's well worth it.

CHET RIPPO'S ADJUSTMENT HOUSE

For a fee, Chet Rippo can take points away from your HP, FP or BP total and apply them to one of the other two categories. He can also take a rank from one of your companions and give it to another.

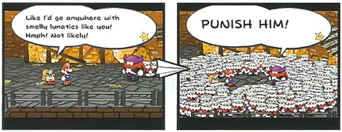
PIANTA PARLOR

At the Pianta Parlor, you'll find slot machines, as well as minigames based on your paper abilities. To play, you must exchange coins for Pianta tokens. Each token costs three coins. The slot machines are accessible from the get-go, but to play the minigames, you'll have to earn membership cards by solving certain troubles (see pages 124-127). You can exchange your tokens at the counter for the prizes listed below (some prizes won't become available until you've acquired a particular membership card).

PRIZE	TOKENS
CAKE MIX	6
FP PLUS BADGE	100
GOLD BAR x 3	234
HAMMER THROW BADGE	50
HP PLUS BADGE	100
HP PLUS P BADGE	200
JAMMIN' JELLY	67
MAPLE SYRUP	14
MONEY MONEY BADGE	234
MULTIBOUNCE BADGE	50

PRIZE	TOKENS
POWER JUMP BADGE	34
POWER RUSH BADGE	34
POWER RUSH P BADGE	34
POWER SMASH BADGE	34
QUAKE HAMMER BADGE	67
REFUND BADGE	34
SUPER APPEAL BADGE	34
SUPER SHROOM	10
TORNADO JUMP BADGE	67
ULTRA SHROOM	67

① MEET GOOMBELLA


Like I'd go anywhere with smelly lunatics like you! Hmph! Not likely!
PUNISH HIM!

As you walk toward town, you'll see a couple of unfriendly types accosting a young Goomba. When you get closer, the leader of the thugs will attack, thrusting you into your first battle. He's a pushover, so take the opportunity to get used to the controls. Afterward, follow the Goomba through the angry mob.

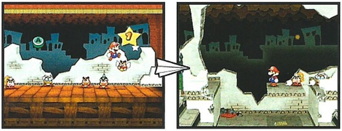
② MISSING PRINCESS

You'll bump into Toadsworth at the town square. The old caretaker will inform you that Princess Peach has vanished. He'll leave it up to you to find her while he relaxes at the nearby inn. Intrigued by the situation, Goombella will decide to join your party.

③ PROFESSOR FRANKLY

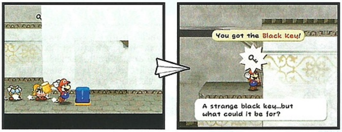
When you enter the east side of town a thief will bump into you and steal half your money. Return to the square, head down the back alley and open the red door to your left. Once you've retrieved your coins, proceed to the house at point 3 to meet Professor Frankly.

④ INTO THE SEWERS



Professor Frankly will lead you to a warp pipe and offer to give you a brief tutorial on Action Commands. To travel through the pipe, jump on top of it and press Down on the Control Stick. You'll emerge in the sewers beneath Rogueport. Head right and take care of the Goombas that harass Goombella.

⑤ MYSTERIOUS TREASURE CHEST

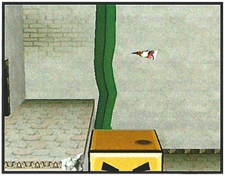


After you defeat the Goombas, climb the stairs and ride the moving platform to the warp pipe behind the fence. Jump down the pipe then follow the path until you come to a pair of yellow blocks. If you smash the blocks with your hammer, you'll reveal another warp pipe. Take it to the room at point 5, then hit the blue ! Block and ascend the stairs that unfold. In the next room, you'll hear a voice coming from the black treasure chest. It'll ask you to search for a Black Key, which you'll find if you simply fall off the ledge to the left in the previous room.

⑥ PAPER CURSE

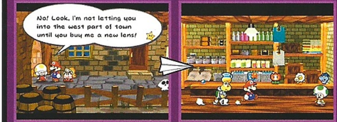
When you unlock the treasure chest, the thing inside will "curse" you with your first paper ability: Plane mode. While you're standing on a paper-airplane panel, you can press the Y Button to fold yourself into an airplane and take flight. Tilt the Control Stick back to raise your nose, and forward to lower it. Press B to return to normal.

⑦ TEST FLIGHT



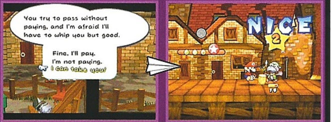
You can try out your new ability on the panel at point 7. Tilt your nose up a little bit so you make it to the ledge on the other side of the room, then head through the doorway to your left.

WEST SIDE


No! Look, I'm not letting you into the west part of town until you buy me a new lens!

If you try to enter the west side of Rogueport, a woman will tell you that she's looking for her missing contact lens and instruct you not to take another step. She never will find the contact, so you'll have to move eventually, at which point you'll accidentally step on the lens. As retribution, she'll stand in front of the west-side entrance and refuse to move unless you bring her another contact. You can place an order for one at the item shop, but it won't arrive until after Chapter 1.

EAST SIDE


You try to pass without paying, and I'm afraid I'll have to whip you but good.
Fine, I'll pay.
I'm not paying.
I can take you!
NICE
2

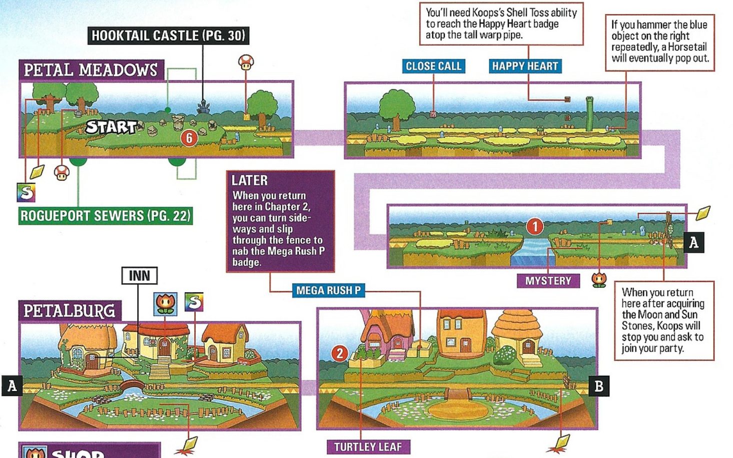
To get past the guard at the east side of town, you'll have either to pay him 10 coins or to beat him in a fight. He's far too strong for you at the beginning of the game, and there's no reason to explore what lies behind him until later, so save your coins. Once you leave the area, you'll have to pay the toll again anyway the next time you want to get through.

GUS **HP 20** **ATTACK 3** **DEFENSE 0**

PETAL MEADOWS

PETAL MEADOWS IS A PLACE OF PEACE AND SERENITY, WHERE PEOPLE CAN ENJOY A QUIET LIFE FREE OF WORRY . . . EXCEPT FOR THE DRAGON THAT OCCASIONALLY SWOOPS DOWN AND DEVOURS RANDOM PASSERSBY.

ENEMIES	HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.
BALD CLEFT	2	1	2	95	FUZZY	3	1	0	99	KOOPA TROOPA	4	2	1	101
BRISTLE	2	1	4	96	GOLD FUZZY	10	1	0	99	PARAGOOMBA	2	1	0	103
CLEFT	2	2	2	96	GOOMBA	2	1	0	99	SPIKY GOOMBA	2	2	0	105

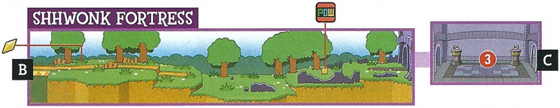

HOOKTAIL CASTLE (PG. 30)
PETAL MEADOWS
START
6
S
ROGUEPORT SEWERS (PG. 22)
CLOSE CALL
HAPPY HEART
1
A
MYSTERY
INN
PETALBURG
S
A
MEGA RUSH P
2
B
TURTLEY LEAF

You'll need Koops's Shell Toss ability to reach the Happy Heart badge atop the tall warp pipe.

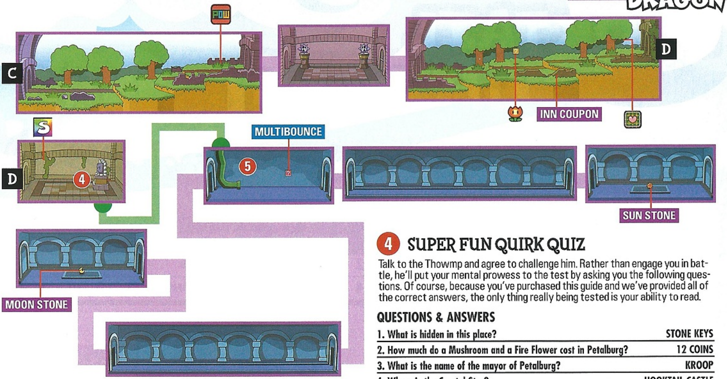
If you hammer the blue object on the right repeatedly, a Horsetail will eventually pop out.

LATER
When you return here in Chapter 2, you can turn sideways and slip through the fence to nab the Mega Rush P badge.

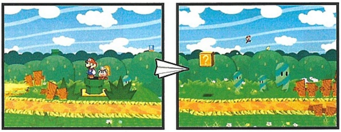
When you return here after acquiring the Moon and Sun Stones, Koops will stop you and ask to join your party.


SHHWONK FORTRESS
POW
B
3
C

SHOP	
COURAGE SHELL	5
FIRE FLOWER	8
HONEY SYRUP	5
MR. SOFTENER	8
MUSHROOM	4
POW BLOCK	5



1 BUILD A BRIDGE

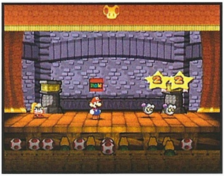


When you get to the river, examine the dark-green bushes nearby to reveal a warp pipe. Use it to reach the hills in the background, then head to your right and jump on the blue switch. A sequence of pages will turn to construct a bridge over the river, allowing you to cross. Before you do, however, be sure to pick up the Star Piece in the background.

2 MAYORAL VISIT

The gate that leads east out of Petalburg is shut, so you'll have to stop by the mayor's house to get permission to leave. No matter how you answer his questions, the old Koopa will renege on his offer of a reward for defeating Hooktail, and he'll continue to call you Murphy.

3 I'VE GOT THE POW-ER



Examine one of the pedestals that the Bald Clefts are standing on to lure them down and initiate a battle. The rock-hard baddies are impervious to regular attacks, so use a POW Block to smash 'em. Afterward, the door to your right will open. (Use another POW Block to defeat the Bristles in the following chamber.)

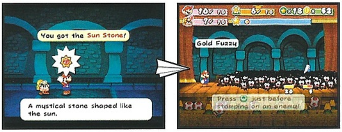
4 SUPER FUN QUIRK QUIZ

Talk to the Thowmp and agree to challenge him. Rather than engage you in battle, he'll put your mental prowess to the test by asking you the following questions. Of course, because you've purchased this guide and we've provided all of the correct answers, the only thing really being tested is your ability to read.

QUESTIONS & ANSWERS

1. What is hidden in this place?	STONE KEYS
2. How much do a Mushroom and a Fire Flower cost in Petalburg?	12 COINS
3. What is the name of the mayor of Petalburg?	KROOP
4. Where is the Crystal Star?	HOOKTAIL CASTLE
5. How can one get from Petal Plains to Rogueport?	GO THROUGH A PIPE
6. Which of the following creatures have hands?	KOOPA TROOPAS
7. What number question is this?	QUESTION SEVEN

5 ATTACK OF THE FUZZIES



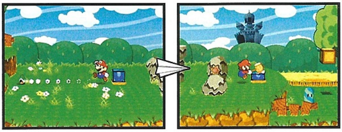
You got the Sun Stone!

A mystical stone shaped like the sun.

Press A just before stomping on an enemy!

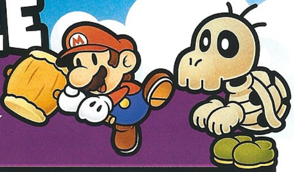
Head through the tunnels to the left and right to acquire the Moon and Sun Stones. When you return to the warp pipe afterward, a Gold Fuzzy will attack you. Once you've depeleted half of its health, it'll summon a Fuzzy Horde. Continue to focus your attacks on the Gold Fuzzy—once you've defeated it, the Horde will run away.

6 TO HOOKTAIL CASTLE



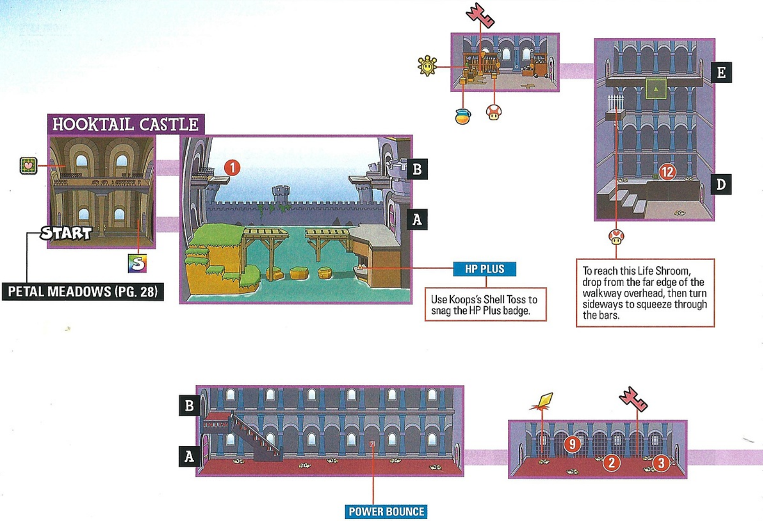
Return to the strange rock formation at the beginning of Petal Meadows and insert the Moon Stone and the Sun Stone into the corresponding slots. Hold Koops in a Shell Toss near one of the blue blocks that appears, then move to the other block and hit both at the same time. The warp pipe that leads to Hooktail Castle will open if you're successful.

HOOKTAIL CASTLE



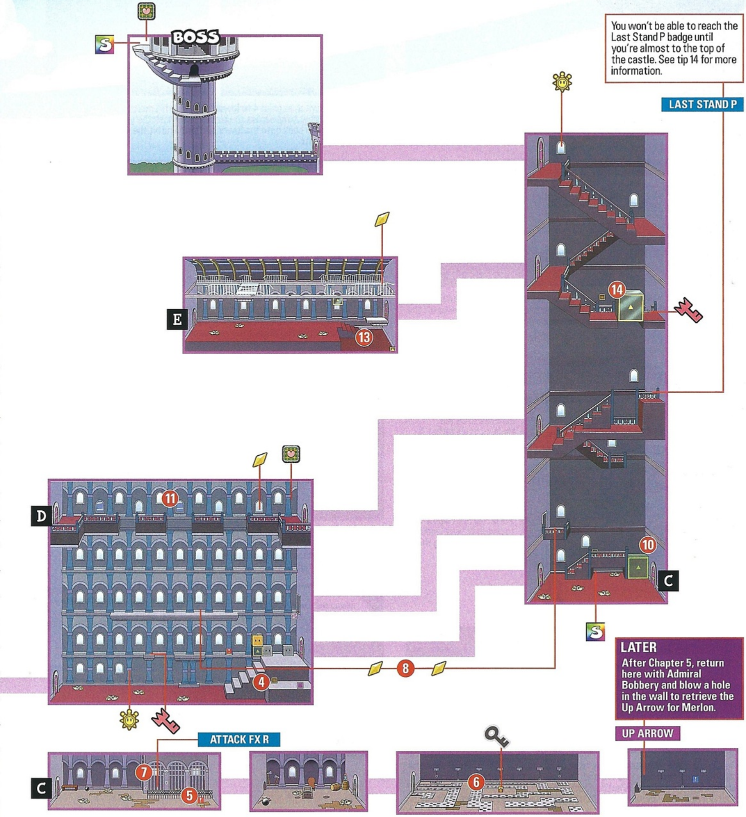
MANY A BRAVE ADVENTURER HAS ENTERED HOOKTAIL CASTLE, ONLY TO END UP AS A PILE OF BONES. NOW THE LAND MUST PIN ITS HOPES ON A SLIGHTLY OVERWEIGHT PLUMBER AND A COWARDLY KOOPA.

ENEMIES	HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.
DULL BONES	1	2	1	98	PARAGOOMBA	2	1	0	103	RED BONES	5	3	1	104
KOOPA TROOPA	4	2	1	101	PARATROOPA	4	2	1	103	SPIKY GOOMBA	2	2	0	105


HOOKTAIL CASTLE
START
PETAL MEADOWS (PG. 28)
1
B
A
HP PLUS
E
12
D
B
A
POWER BOUNCE
9
2
3

Use Koops's Shell Toss to snag the HP Plus badge.

To reach this Life Shroom, drop from the far edge of the walkway overhead, then turn sideways to squeeze through the bars.

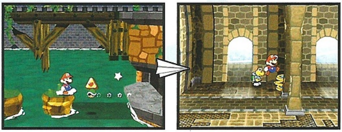

BOSS
LAST STAND P
E
13
14
D
11
10
C
8
4
ATTACK FX R
C
7
5
6
UP ARROW

You won't be able to reach the Last Stand P badge until you're almost to the top of the castle. See tip 14 for more information.

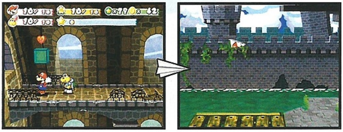
LATER

After Chapter 5, return here with Admiral Bobbery and blow a hole in the wall to retrieve the Up Arrow for Merlon.

① AERIAL APPROACH



The bridge to Hooktail Castle is out, so you'll need to find some other way to reach the gate. Drop to the platforms below the bridge first to grab the HP Plus badge, then head back inside the room to your left and bounce off the spring to the upper level.



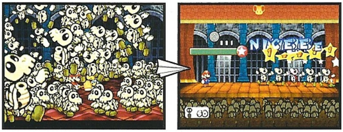
Spend six coins to replenish your health if need be, then go outside and take off from the paper-airplane panel. To make it across the water, you'll have to tilt the Control Stick left a bit to give yourself more lift.

② LEARNING FROM TRAGEDY

DAAAAAAAD!!!

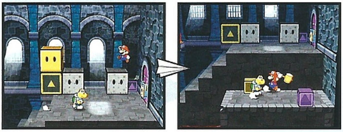
At point 2 on the map, Koops will spot what he believes to be the remains of his father. If you tell him to read the letter in the deceased Koopa's hand, you'll learn that Hooktail's weakness is crickets. Though that's sure to dampen your fear of the dragon somewhat, the letter also warns not to give in to your kinder nature when facing the beast.

③ BONES THUGS-N-HAMMERS

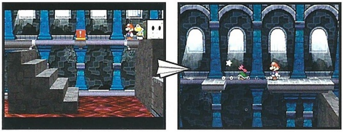


When you examine the Red Bones in front of the door, dozens of Dull Bones will suddenly swarm you. Use your hammer to clear a path through the undead mob, and engage the Red Bones in battle. Place Koops in front and use his Power Shell to cut down the Dull Bones that fight alongside the crimson skeleton, then bash the leader with Mario's hammer.

④ BLOCK PARTY

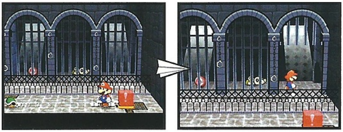


Hit the purple switch at point 4 to lower the purple lift next to one of the large gray blocks nearby. Jump across the blocks and smash the yellow one with your hammer, then drop back onto the lower platform and hit the yellow switch to raise the yellow lift.



Stand to the left of the gray blocks and fling Koops at the red switch to rotate the staircase below. Climb the stairs to the narrow ledge at the top, then use another Shell Toss to nab the Castle Key. Hit the red switch again to return the stairs to their original position, then head back up and unlock the door.

⑤ PRISON BREAK

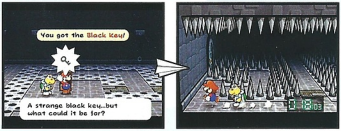


Use Koops's hold ability near the red switch at point 5, then run around to the other side of the fence and stand next to the last cell on the right. Release Koops, and as soon as he hits the switch, step inside the cell and through the doorway to your right.

Hey, but seriously, folks, I was wondering if you could let me out of this chest...

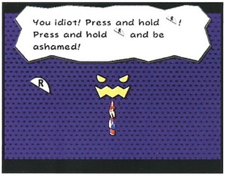
You'll hear a voice coming from the black treasure chest in the next room. The voice asks you to find the key to unlock the chest. That all sounds a bit too familiar to Mario, but the voice assures our hero that it won't put a curse on him.

6 FOOL ME TWICE


You got the Black Key!

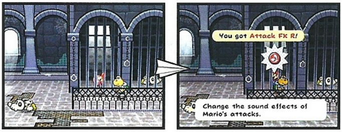
A strange black key...but what could it be for?

When you open the treasure chest that contains the Black Key, spikes will rise from the floor and the spike-covered ceiling will begin to lower. Fortunately, you'll have plenty of time to wind through the maze and make your way back to the door before you get skewered.


You idiot! Press and hold ! Press and hold and be ashamed!

Of course, the voice inside the black treasure chest was lying. Like a demonic Richard Simmons, it will "curse" you with the ability to get skinny. Simply hold the R Button to turn Mario sideways.

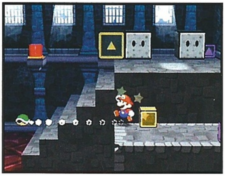
7 DRAGON'S BANE


You got Attack FX R!

Change the sound effects of Mario's attacks.

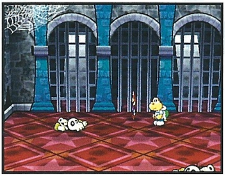
Return to the prison and use your newfound slenderness to slip through the bars and grab the Attack FX R badge in the far-left cell. If you equip the badge (it doesn't cost any Badge Points), Mario will sound like a cricket when he attacks. It's every bit as intimidating as it sounds.

8 REACH FOR THE STARS



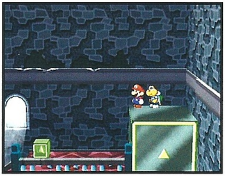
Go back to point 4 and hit the yellow switch to lower the corresponding lift, then hold Koops to the left of the switch. Stand on top of the lift and release Koops. The lift will carry you to a narrow ledge overhead, where you'll find a Star Piece to your left. Repeat the process with the purple lift to reach another Star Piece through the door on the right.

9 BEHIND BARS



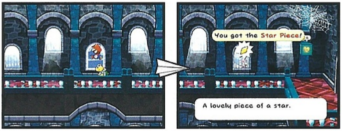
Head all the way back to where you found Koops's "dad" and get skinny to squeeze through the bars that aren't in a crisscross pattern. Your sleek physique will let you grab the Castle Key on the other side.

10 GOING UP



Proceed to point 10 and toss Koops at the green switch while you stand on the corresponding lift. When you reach the next floor, walk up the stairs and use the Castle Key to unlock the door.

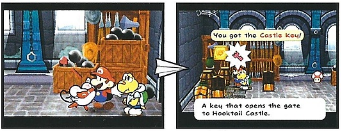
11 BROKEN HALLWAY


You got the Star Piece!

A lovely piece of a star.

You can activate the first blue switch yourself to fill in the first gap in the hallway, but you'll need Koops's Shell Toss ability to hit the second switch. Once you fill in that second gap, jump out the adjacent window. Head right to pick up a Star Piece, then proceed left to get past the third and final gap.

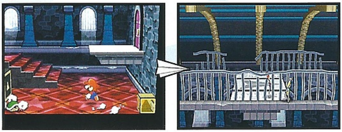
12 LL COOL M


You got the Castle Key!

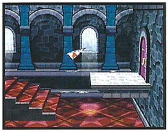
A key that opens the gate to Hooktail Castle.

Hold Koops next to the green switch and ride the lift to the walkway overhead. Through the door to your left, you'll run into a thief named Miss Mowz. Like most women, she's instantly stricken with Mario's full, luxurious mustache. After hitting on him for a bit, she'll leave you to plunder the room's treasure.

13 ON THE EDGE

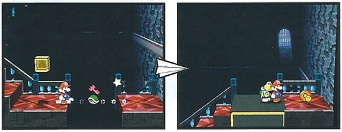


Hit the yellow switch at point 13 to lower the lift, then use Koops's Hold ability to raise the lift again while you're standing on it. Walk out onto the edge of the railing and slip through the bars onto the paper-airplane panel to your left.

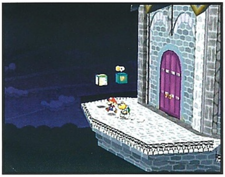


To reach the ledge in front of the door, nudge the Control Stick to the left occasionally during your flight. Before you take off, though, carefully step out onto the far edge of the railing and head right to pick up a Star Piece.

14 THE FINAL ASCENT

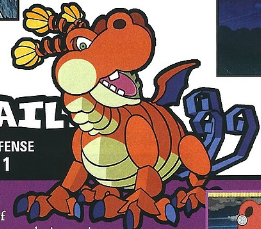


Go down the stairs and hit the yellow switch to lower the lift in front of you. Retrieve the Castle Key with Koops's Shell Toss, then drop through the opening if you want to grab the Last Stand P badge (it reduces the damage your ally receives by half when he or she is in peril).



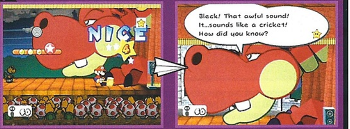
When you're ready to fight Hooktail, continue your ascent to the top of the castle. The dragon is on the other side of the purple door, so spend the 10 coins to replenish your health if it's running low, and save your game. Also, make sure you have the Attack FX R badge equipped.

BOSS: HOOKTAIL



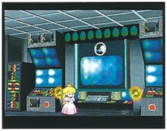
HP	ATTACK	DEFENSE
20	5	1

Hooktail's attacks do a tremendous amount of damage, and his hide is nearly impervious until you nauseate him with the sound of crickets (see the caption). Once you've depleted all of his HP, the boss will offer you a variety of rewards in exchange for your forgiveness. Always answer no—the devious dragon is only trying to lure you in close for an attack. When he's finished begging, he'll go into the crowd and eat members of the audience to replenish half his health! Stomp on his nose to make him regurgitate your adoring fans, and slay the foul beast for good.


NICE
Bleck! That awful sound! It...sounds like a cricket! How did you know?

Hooktail claims to have gotten food poisoning from eating crickets once, so the mere sound of the insects makes him sick to his stomach. If you have the Attack FX R badge equipped when you attack him, you'll lower both his Attack and Defense stats.

PEACH'S EVENT



At the end of each chapter, you'll play through two additional events—one as Princess Peach and one as Bowser. After Peach's cut scene, enter the door to your left and take a shower. When you return to the previous room, the door on the right will open automatically. Proceed right until you come to the lab's mainframe, named TEC-XX.

BOWSER'S EVENT

Well? I'm dying to hear the rest of your hilarious story, Mr. Comedian! Do share!

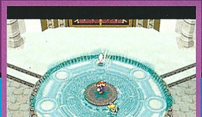
All you have to do in Bowser's stage is head to the rear of the hall. On your way there, take the time to talk to his minions to trigger some hilarious dialogue. When Kammy asks if you like fried eggs, we recommend answering in the affirmative (they are delicious, after all).

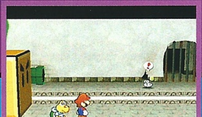
CHAPTER 2

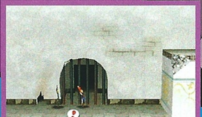
THE GREAT BOGGLY TREE

PLIGHT OF THE PUNIES

RETURN TO ROGUEPORT AND STAND ON THE PEDESTAL IN FRONT OF THE THOUSAND-YEAR DOOR TO LEARN THE LOCATION OF THE SECOND CRYSTAL STAR. AFTER CONSULTING WITH PROFESSOR FRANKLY, HEAD BACK INTO THE SEWERS AND FOLLOW THE LITTLE GRAY CREATURE.



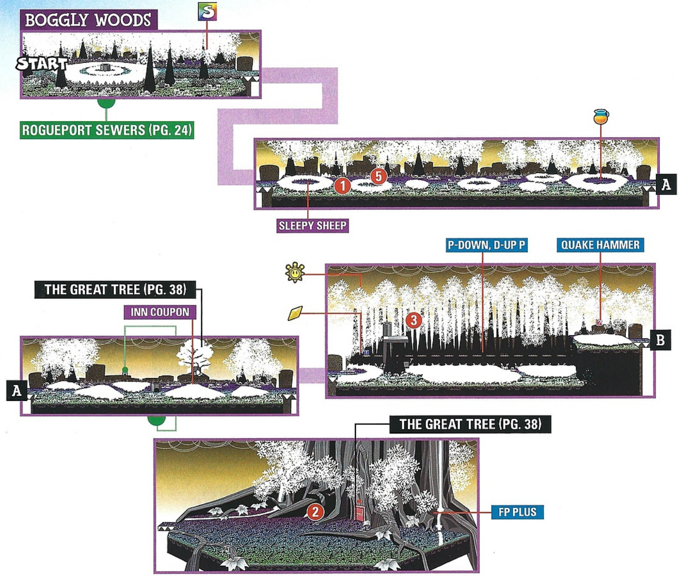


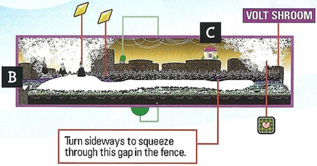


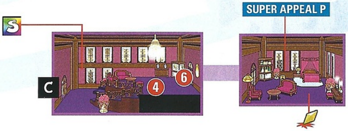
BOGGLY WOODS

BOGGLY WOODS IS LIKE A PHOTO NEGATIVE OF THE REAL WORLD, SO ALL OF THE NATIVE TREES, MONSTERS AND VEGETATION ARE DIFFERENT SHADES OF BLACK AND WHITE. IT'S QUITE LOVELY.

ENEMIES	HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.
BELDAM	9	1	0	95	DARK PUFF	3	2	0	98	PALE PIRANHA	4	2	0	102
CLEFT	2	2	2	96	MARILYN	12	2	0	102	VIVIAN	10	1	0	106


BOGGLY WOODS
START
ROGUEPORT SEWERS (PG. 24)
1
5
A
SLEEPY SHEEP
P-DOWN, D-UP P
QUAKE HAMMER
THE GREAT TREE (PG. 38)
INN COUPON
3
B
A
THE GREAT TREE (PG. 38)
2
FP PLUS

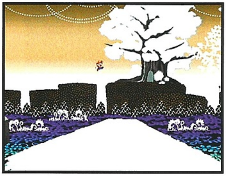




① THE SHADOW SIRENS

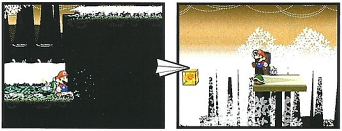
You'll run into the Shadow Sirens at the beginning of Boggly Woods, but since they lost the sketch of Mario and hence don't know what he looks like, they won't pay you much attention. Simply walk on by for now (they won't attack if you talk to them, but they don't have anything terribly interesting to say).

② THE TREE IS CLOSED



Follow Punio into the warp pipe and approach the Great Tree. Someone has installed a door at the bottom of the tree that prevents you from entering. Punio informs you that there's supposedly a secret entrance, but you'll need help from a woman named Madame Flurrie to find it.

③ UNDER AND OVER

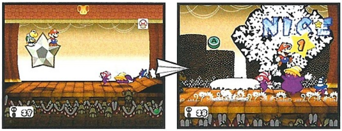


Go back through the warp pipe and proceed through the forest until you come to a black hill. Walk into the near side of the hill, then push Up on the Control Stick and exit onto the row of tree stumps in the background. Follow them left (jump while you're standing on the seventh stump from the right to reveal the P-Down, D-Up P badge) and bash the blue switch at the end to raise the paper-airplane panel. You can get to the panel via the nearby warp pipe. Use Koops's Shell Toss to nab the Shine Sprite up there, then turn around and fly to the top of the aforementioned black hill.

④ THE MISSING NECKLACE

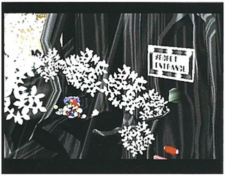
Approach Madame Flurrie's bedroom door. When Punio asks her for help, she'll say she'd do anything for him, but that she can't leave without her favorite necklace. As you may remember, the Shadow Sirens found a necklace lying in the forest. Go back and confront them about it.

⑤ TWISTED SISTERS



The Shadow Sirens are quite a bit tougher than any of the foes you've faced thus far. Start off with attacks that hit all three sisters, then focus on Marilyn when you run out of FP (she's a big gal, so her attacks do the most damage). Beldam can shrink you and your partner (reducing your AP) and enlarge her sisters (increasing their AP), so make her your second target. After you defeat the entire trio, they'll run away and drop Flurrie's necklace.

⑥ SECRET ENTRANCE

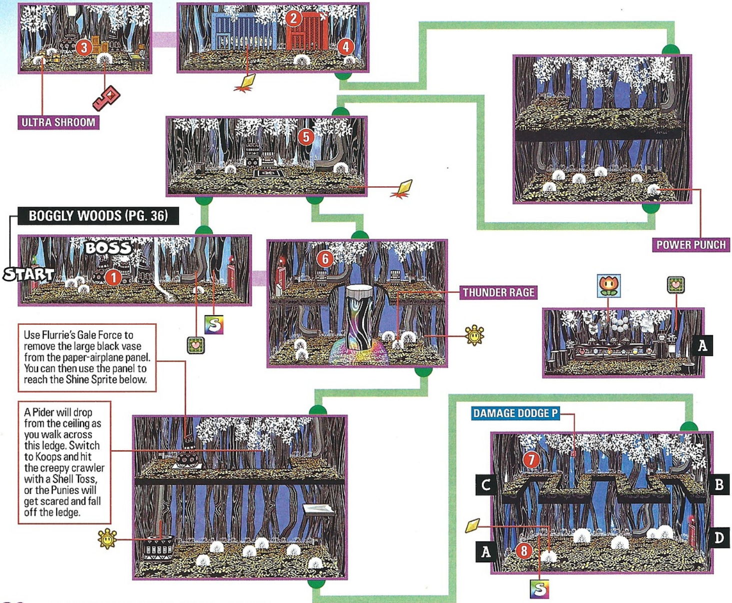


Head back to Madame Flurrie's house and leave her necklace by the door. The grateful woman will come out and show her appreciation in a somewhat questionable manner before joining your party. Once you get over her vaguely disturbing bounciness, return to the Great Tree and use her wind power from the top of the root to uncover the secret entrance.

THE GREAT TREE

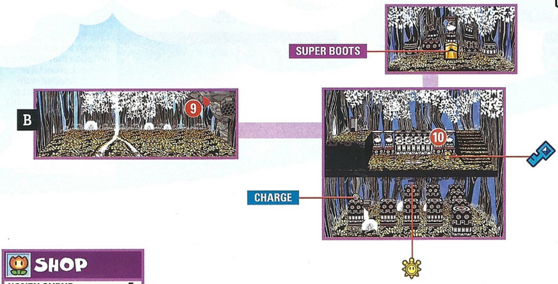
THE PUNIES' RIVALS, THE JABBIES, HAVE RECENTLY JOINED FORCES WITH THE X-NAUTS TO TAKE OVER THE GREAT TREE. THE PUNIES ARE IN DIRE NEED OF A MUSTACHIOED GENERAL TO TURN THE TIDE.

ENEMIES	HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.
MINI-YUX	1	0	0	102	PIDER	5	2	0	103	YUX	3	2	0	106
PALE PIRANHA	4	2	0	102	X-NAUT	4	3	0	106					


ULTRA SHROOM
BOGGLY WOODS (PG. 36)
START
BOSS
1
2
3
4
5
6
7
8
THUNDER RAGE
POWER PUNCH
DAMAGE DODGE P
A
B
C
D
A

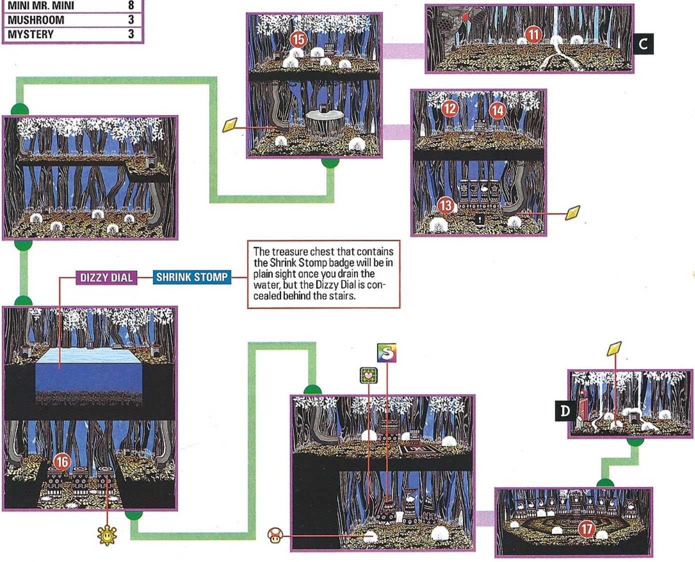
Use Flurrie's Gale Force to remove the large black vase from the paper-airplane panel. You can then use the panel to reach the Shine Sprite below.

A Pider will drop from the ceiling as you walk across this ledge. Switch to Koops and hit the creepy crawler with a Shell Toss, or the Punies will get scared and fall off the ledge.


SUPER BOOTS
B
9
10
CHARGE

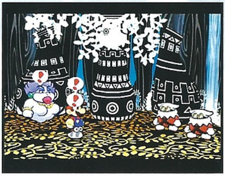
SHOP

HONEY SYRUP	5
HP DRAIN	10
ICE STORM	15
MINI MR. MINI	8
MUSHROOM	3
MYSTERY	3


15
11
C
12
14
13
DIZZY DIAL
SHRINK STOMP
16
D
17

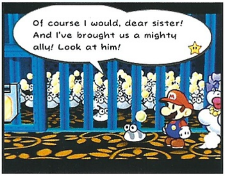
The treasure chest that contains the Shrink Stomp badge will be in plain sight once you drain the water, but the Dizzy Dial is concealed behind the stairs.

1 WELCOMING COMMITTEE



A pair of X-Nauts will attack you as soon as you enter the Great Tree. After you defeat them, a small group of Punies will come out of hiding (after getting over their initial fear of being eaten by the rotund Mario) and inform you that the rest of their kind has been imprisoned. They'll express doubts that a "hairy old man" can be of much help, so you'll have to prove your worth.

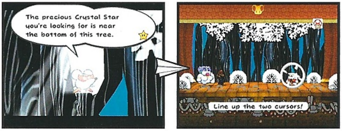
2 PUNI PRISONERS



Of course I would, dear sister! And I've brought us a mighty ally! Look at him!

Make your way to the prison cells at point 2 and talk to the Puni Elder in the blue cell. As he tries to recollect where the rest of the Punies are, Punio's younger sister will call you from the adjacent cell and ask you to find the key.

3 LOVE TRIANGLE

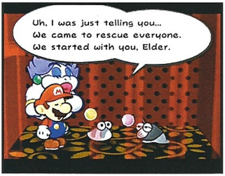


The precious Crystal Star you're looking for is near the bottom of this tree.

Line up the two cursors!

Enter the room to the left of the prison cells. You'll run into Ms. Mowz, whose affection for our handsome hero makes Madame Flurrie a bit jealous. The stricken thief will give you a clue as to the whereabouts of the Crystal Star and take her leave of you. The X-Naut that she knocked out will then wake up and accuse you of striking him from behind. Show him that you don't appreciate such ignoble accusations, and pick up the Red Key.

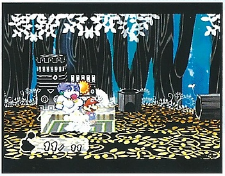
4 FREE THE ELDER



Uh, I was just telling you... We came to rescue everyone. We started with you, Elder.

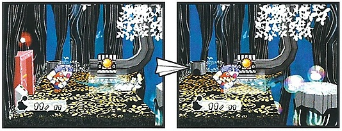
Use the key to unlock the elder's cell. When he's finished lecturing you, return to the group of Punies near the entrance. The elder will convince them to help you, and he'll give Mario the Puni Orb. To retrieve the Crystal Star, you must use the orb to gather the entire Puni tribe to your side. If you lose any Punies, return to the elder to get them back.

5 HIDDEN PIPE



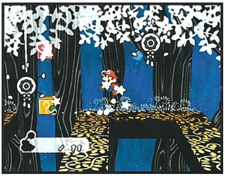
Lead the Punies back through the warp pipe and place the Puni Orb on the black pedestal at point 5. Another warp pipe will appear next to the pedestal. Pick up the orb and head down the newly revealed pipe.

6 BLOWING BUBBLES



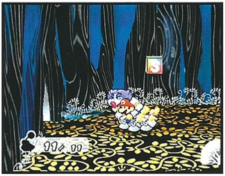
Set the Puni Orb in the left pedestal, then blow the Punies off the ledge with Flurrie's Gale Force. Each of the little fellas will rise back up in a bubble. Use Flurrie's powerful lungs again to blow them onto the opposite ledge, then grab the Puni Orb, jump across and lead your diminutive followers through the warp pipe on the right.

7 HARD-TO-REACH BADGE



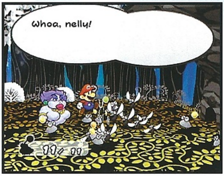
To acquire the Damage Dodge P badge, face the red ? Block and execute a Shell Toss, then jump on the Coin Block that appears and hit the ? Block from underneath. The badge will probably fall to the floor, so you'll have to drop down after it.

8 BLOW DOWN THE DOOR



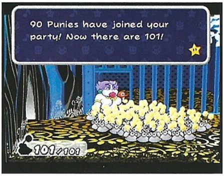
At the bottom of the room, use Flurrie's Gale Force on the left wall to expose the entrance to Pungent's shop. Inside you'll find a Jabbi hiding behind the stump at the far end; it will join your party if you talk to it. You can also purchase items, of course (see the shop listing on page 39), and replenish your health for eight coins.

9 PUNIES VS. JABBIES



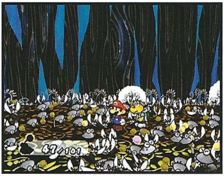
A battle between your Punies and a squadron of Jabbies will commence when you walk into the room at point 9. As much as you may want to crush the little bugs beneath your steel-toed boots, you won't be able to participate in the fight. Just be sure to lead all 11 Punies into the room to give them the numerical advantage.

10 101 PUNIES



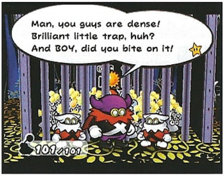
After they vanquish their foes, the Punies will destroy the Jabbi hive, creating an entrance to the next room. Open the treasure chest to acquire the Blue Key, then go back to the blue cell and liberate the rest of the Punies.

11 THE BATTLE OF THE GREAT TREE



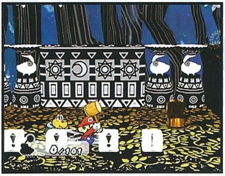
Do your best Olimar impression and lead all 101 Punies to the room at point 11. There an epic battle will take place for control of the Great Tree. Like before, you can lead your forces into combat, but you can only spectate as the war unfolds.

12 IT'S A TRAP!


Man, you guys are dense! Brilliant little trap, huh? And BOY, did you bite on it!
101/101

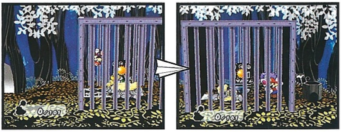
Go through the hole in the wall that the Punies create after they emerge victorious, then head down the warp pipe and through the door to the right. If you place the Puni Orb in the black pedestal, a cell will close around your party, but a hidden warp pipe will appear as well. Grab the orb, then get skinny to escape from the prison, and jump down the pipe.

13 LUCKY CHARMS



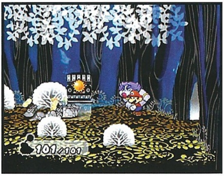
Hit the black block and note the symbols on the four columns in the room. Make your way back to the room where you found the Blue Key, and bash the white blocks to align the symbols there in the same order: sun, moon, Puni, star. Walk through the hidden entrance that's revealed, and open the treasure chest to put on a pair of Super Boots.

14 THE GREAT ESCAPE



Use your new Spin Jump to smash through the wooden panel at point 10, and collect the Charge badge and the Shine Sprite from the room below. Afterward, return to the cell where your friends are being held, and smash through the wooden panel inside. Head back up and place the Puni Orb in the black pedestal, then use Flurrie's Gale Force to blow the Punies down the hole.

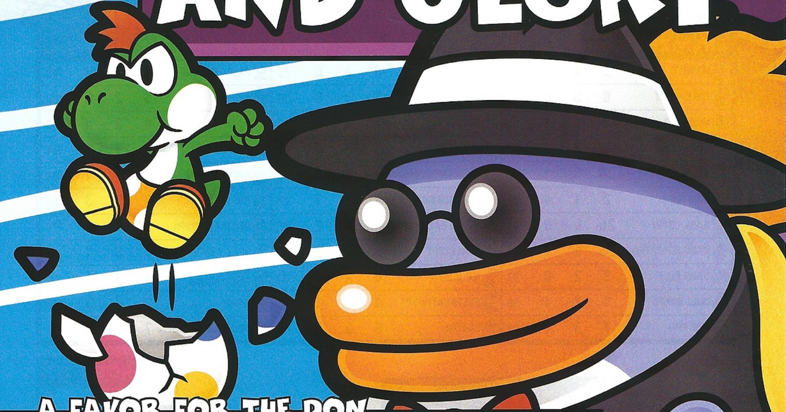
15 ON THE STUMP



Drive your rear end through the wooden panel at point 15, then insert the Puni Orb in the nearby pedestal and blow the Punies down the hole with Flurrie's mighty wind. Drop into the hole after your wee buddies and lead them into the warp pipe on top of the tree stump.

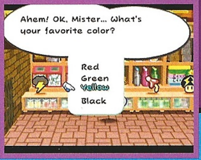
CHAPTER 3

OF GLITZ AND GLORY



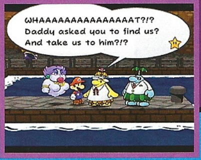
A FAVOR FOR THE DON

TAKE THE CRYSTAL STAR BACK TO THE THOUSAND-YEAR DOOR, THEN PURCHASE THE CONTACT LENS FROM THE TOAD BROS. SHOP AND GIVE IT TO ZESS. ON THE WEST SIDE OF TOWN, BUY A DRIED SHROOM AND A DIZZY DIAL FROM THE ITEM SHOP. WHEN THE CLERK ASKS WHAT YOUR FAVORITE COLOR IS, ANSWER "YELLOW." HEAD OUT THE BACK DOOR AND PAY A VISIT TO DON PIANTA. TALK TO FRANKIE AND FRANCESCA AT THE HARBOR THEN RETURN TO DON PIANTA'S TO COLLECT YOUR BLIMP TICKET. (YOU CAN ANSWER HIS QUESTION HOWEVER YOU WISH.)

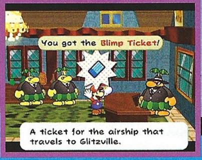


Ahem! OK, Mister... What's your favorite color?

Red
Green
Yellow
Black



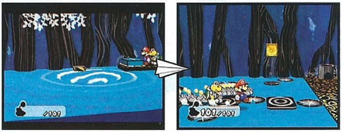
WHAAAAAAAAAAAAAAAAT?!?
Daddy asked you to find us?
And take us to him?!?



You got the Blimp Ticket!

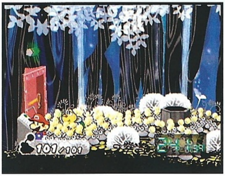
A ticket for the airship that travels to Glitzville.

⑯ ACROSS THE POND



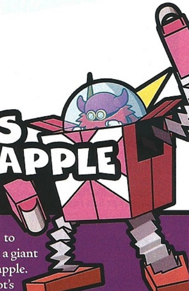
Jump across the pillars at point 16, then enter the warp pipe that leads back up to the water-filled room. Stand on the blue panel and hold Koops to your left, then step off the panel and release your partner to activate the blue ! Block and drain the water into the room below. Head down there and lead the Punies across the lily pads then into the warp pipe to the next area.

⑰ THE FINAL COUNTDOWN



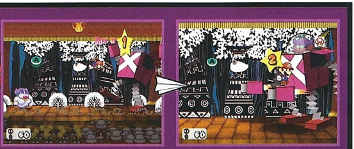
If you place the Puni Orb on the pedestal at point 17 and have all 101 Punies with you, a Crystal Star will emerge from one of the vases. Before you can pick it up, however, Lord Crump will run into the room and swipe it from you. Give chase and rush back to the tree's entrance before the time bomb explodes.

BOSS: MAGNUS VON GRAPPLE



HP	ATTACK	DEFENSE
30	2	1

When you finally catch up to Lord Crump, he'll hop inside a giant robot called Magnus von Grapple. You can either strike the robot's head with jumping attacks or its feet with ground attacks (neither body part is more vulnerable than the other). After a few rounds of combat, Magnus will detach both of its fists. They're capable of dealing much more damage than Magnus itself, so take them out as quickly as possible. The fists will regenerate in a few turns, but you can chip away at the mech's body in the meantime.

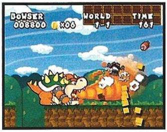


If you don't destroy the X-Fists immediately, you may not last long against Crump's technological monstrosity. Fortunately, each fist has only 2 HP, so you should be able to scrap both of them in a single turn. You can then chip away at the robot's body until the fists regenerate.

PEACH'S EVENT

Until some enlightened game developer sees fit to give us a full-blown ballroom-dancing simulator, Peach's next mini-stage is as close as we're going to get. TEC will ask Peach to dance with a holographic image of herself. Press the buttons as they appear onscreen to demonstrate the style and grace befitting of a princess. (Before you proceed to TEC's room, take a shower to hear Peach hum a different tune.)

BOWSER'S EVENT



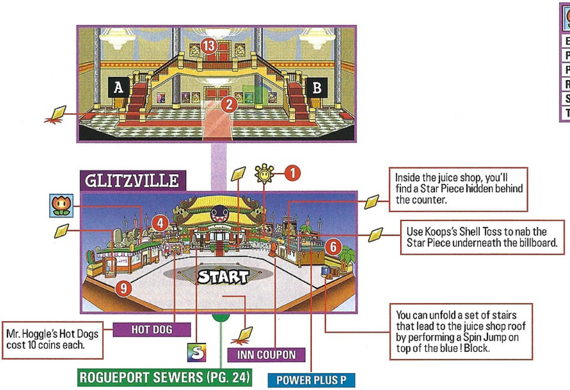
Bowser doesn't care much for grace, and (as far as we know) he doesn't do a lot of ballroom dancing. In the Koopa King's second ministage, which hilariously parodies the first level in Super Mario Bros. and is quite possibly the greatest thing in the history of gaming, you're simply expected to smash everything in sight. To aid your cause, pick up pieces of meat until Bowser grows to fill the entire screen.

GLITZVILLE

THE MAIN ATTRACATION IN THE FLOATING CITY OF GLITZVILLE IS THE GLITZ PIT, A BATTLE ARENA WHERE THE WORLD'S GREATEST FIGHTERS COMPETE FOR LOVE AND COUNTRY. OR FAME AND PERSONAL FORTUNE—WHATEVER FLOATS YOUR BOAT.

ENEMIES	HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.
BANDIT	5	2	0	95	FLOWER FUZZY	6	3	0	98	PALE PIRANHA	4	2	0	102
BIG BANDIT	8	3	0	95	FUZZY	3	1	0	99	PIDER	5	2	0	103
BOB-OMB	4	2	1	95	GOOMBA	2	1	0	99	POKEY	4	3	0	103
BOOMERANG BRO	7	2	1	96	GREEN FUZZY	5	3	0	99	R. S. BUZZY	5	3	5	104
BOWSER	30	3	1	96	GREEN MAGIKOOPA	7	4	0	99	RAWK HAWK	30	4	1	104
BRISTLE	2	1	4	96	HAMMER BRO	7	4	1	100	RED CHOMP	6	5	3	104
DARK CRAW	20	6	0	97	HYPER BALD CLEFT	3	3	2	100	RED MAGIKOOPA	7	4	0	104
DARK KOOPATROL	25	5	2	97	IRON CLEFT	6	4	?	100	SHADY KOOPA	8	3	1	104
DARK PUFF	3	2	0	98	K.P. KOOPA	4	2	1	101	SHADY PARATROOPA	8	3	1	104
DULL BONES	1	2	1	98	K.P. PARATROOPA	4	2	1	101	SPINY	3	3	3	105
FIRE BRO	7	3	1	98	LAKITU	5	2	0	101	WHITE MAGIKOOPA	7	4	0	106

SHOP	
EARTH QUAKE	15
POINT SWAP	5
POWER PUNCH	15
REPEL CAPE	15
SUPER SHROOM	15
THUNDER BOLT	12



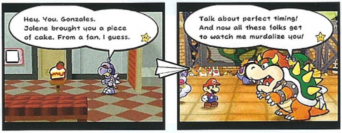
Inside the juice shop, you'll find a Star Piece hidden behind the counter.

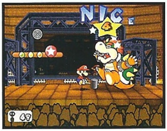
Use Koops's Shell Toss to nab the Star Piece underneath the billboard.

You can unfold a set of stairs that lead to the juice shop roof by performing a Spin Jump on top of the blue ! Block.

Mr. Hoggle's Hot Dogs cost 10 coins each.

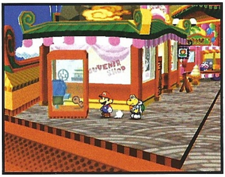
8 JUST LIKE OLD TIMES


Hey. You. Gonzales. Jolene brought you a piece of cake. From a fan, I guess.
Talk about perfect timing! And now all these folks get to watch me murdalize you!



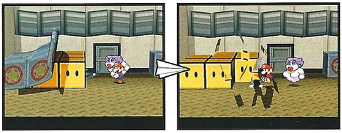
Once you've climbed to rank six, one of your adoring fans will leave you a piece of cake. Eat it to refill your HP, FP and Star Power completely, then register for your next match. After you put the boots to the Magikoopas, an old acquaintance will jump onstage and challenge you to a match. Hit him with everything you've got to take him out as quickly as possible. His poisonous bite will gradually drain your HP.

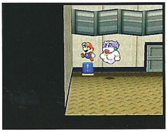
9 PHONE BOOTH


SOUVENIR SHOP

When you return to the locker room after defeating the fourth-ranked fighters, you'll receive an e-mail from X that enjoins you to go to the telephone booth out on the pavilion. Do as it says to pick up the Storage Key.

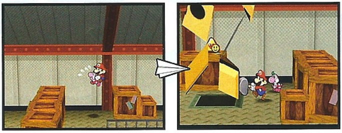
10 SUPER SMASH BROTHER

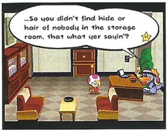




Use your newly acquired key to unlock the storage room (marked C on the map). Inside, have Flurrie blow on the crates to your right, then smash through the exposed yellow blocks with your hammer and hit the blue switch to make a staircase appear. (There's a Charge P badge underneath the crates on the right.)

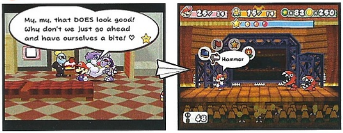
11 GRUBBA'S COVER-UP




...So you didn't find hide or hair of nobody in the storage room, that what yer sayin'?

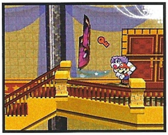
At the top of the stairs, stand on the wooden crates in the middle of the hall and ride Yoshi over the row of crates to your left. Wind up the Spin Hammer to pulverize the big yellow block on the other side, then use Yoshi to grab the HP Plus P badge before you drop through the hole in the floor. Head right and examine the tiny hole in the ventilation shaft to listen in on a conversation between Grubba and Jolene.

12 DON'T LET THEM EAT CAKE


My, my, that DOES look good! Why don't we just go ahead and have ourselves a bite! ♡
Hammer

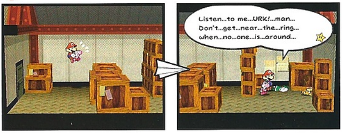
After you beat the number-three team, don't eat the piece of cake that Jolene brings when you register for your next fight. If you don't resist it, your partner won't be able to participate in the match.

13 BARE WALLS



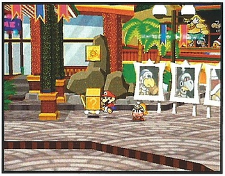
Fight your way to the number-one spot in the rankings. You'll receive yet another e-mail from X, this one telling you to take down the Great Gonzales posters in the lobby. As immoral as it may be to deprive the fans of Mario's glorious visage, you'll need the Storage Key hidden behind the poster to the left of the upstairs door to proceed.

14 "RETIRED" FIGHTERS


Listen...to me...URK!...man... Don't...get...near...the...ring... when...no...one...is...around...

Head to the second floor of the storage room and unlock the door on the right. Use Yoshi to get past the row of crates inside, then bash the big yellow block behind them with your Spin Hammer. You'll find two of your fellow fighters lying injured on the floor.

① SHINE GET!



When you first arrive in Glitzville, you can get your hands on quite a few Star Pieces (see the map), as well as a Shine Sprite. To reach the latter, hit the space below it with your hammer, then stand on the coin block that appears.

② THE RAWK SAYS

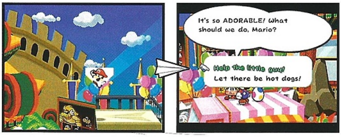
Enter the double doors in the battle arena to witness Rawk Hawk drop-kicking his opponent. After some post-match trash-talking, Rawk will hold up his championship belt, which your partner notices contains a Crystal Star. To take the belt from the champ, you're going to have to fight your way to the top.

③ THE GREAT GONZALES

It ain't no thing, just take a second or two of yer time. Just jot your name here, OK?
Sign me up!
I don't think so.

Head to Grubba's office at point 3 and have a chat with the promoter. After a brief tour of the arena, you'll sign a contract and Grubba will give you your fighting moniker. His assistant, Jolene, will then take you to the minor-league locker room and explain the rules to you.

④ EGG HUNT


It's so ADORABLE! What should we do, Mario?
Help the little guy!
Let there be hot dogs!

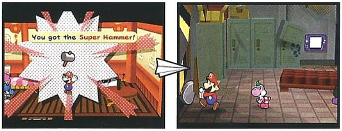
If you leave the arena after you achieve rank 15 in the Glitz Pit, you'll see the owner of the hotdog stand trying to catch a runaway egg. Chase the egg until it hops on top of the stand, then climb to the roof of the juice shop, bounce from the spring and take off from the paper-airplane panel. Glide to the top of the hotdog stand and agree to help the egg, then let it follow you.

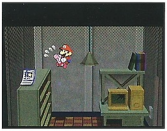
⑤ ENTER THE YOSHI

Check me out! Thanks to you, I hatched safe and sound! Thanks, man!

None of your attacks will do any good against the 10th-ranked Iron Clefts, so you'll have no choice but to swallow your pride and run away. When you get back to the locker room, you'll find that a Mini-Yoshi has hatched from the egg. The feisty little dinosaur will ask you to name him, then he'll join your party. Use his Gulp ability to exact a little revenge on the Iron Clefts and earn a spot in the major-league locker room.

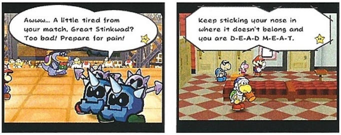
⑥ HAMMER TIME


You got the Super Hammer!

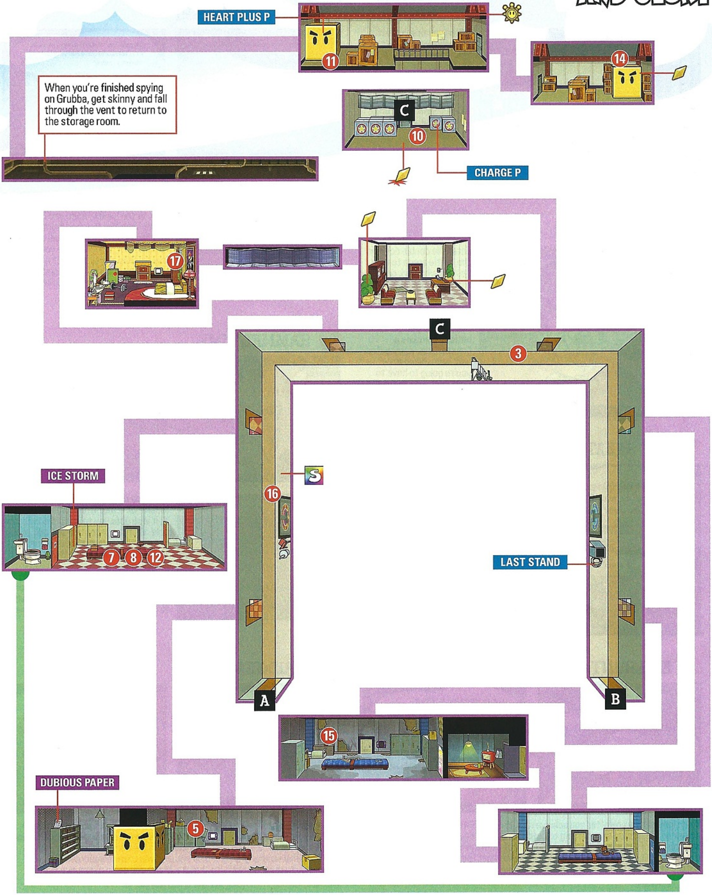


Once you rise to rank eight, you'll receive an e-mail from someone called X; it instructs you to go to the watering hole. Visit the juice shop and talk to the proprietor to score a Super Hammer. Take your new mallet to the minor-league locker room and use the Spin Hammer technique to smash the big yellow blockade. Inside the next room, jump on top of the desk and ride Yoshi to the Dubious Paper on the bookshelf.

⑦ GRUDGE MATCH


Awww... A little tired from your match, Great Stinkwad? Too bad! Prepare for pain!
Keep sticking your nose in where it doesn't belong and you are D-E-A-D M-E-A-T.

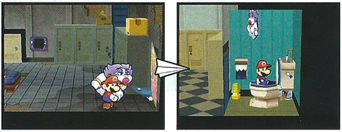
After you defeat the seventh-ranked team, the Iron Clefts will immediately challenge you to a rematch. Use Yoshi's Gulp again to show them what happens when they mess with the Great Gonzales. At the conclusion of your match, you'll receive an anonymous e-mail warning you to mind your own business. Never one to respond kindly to threats, Mario will go on a rampage and hit everyone in the locker room with a steel folding chair. (Not really.)



When you're finished spying on Grubba, get skinny and fall through the vent to return to the storage room.

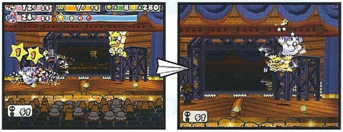
HEART PLUS P
11
14
C
10
CHARGE P
17
C
3
ICE STORM
7
8
12
S
16
LAST STAND
A
B
15
DUBIOUS PAPER
5

⑮ TOILET PAPER



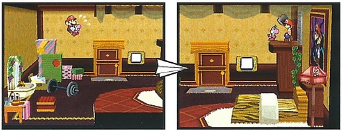
When you register for the championship match versus Rawk Hawk, the security guard will take you to the locker room at point 15 instead of to the ring. Use Flurrie to peel away the Princess Peach poster in the lower right-hand corner, then open the locker in the next room to emerge in an unfamiliar (but much cleaner) locker room. Go into the bathroom and flush yourself down the toilet to return to the main major-league locker room, then head to the arena for your showdown with the champ.

⑯ LAYETH THE SMACKETH DOWN



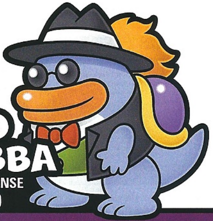
After you deliver a bit of a beating to the Rawk, he'll hang from the rafters and start dropping various objects on your head. Most of your attacks won't be able to reach him, so knock him down with either Mario's Quake Hammer or Flurrie's Body Slam.

⑰ NEVER TRUST THE PROMOTER



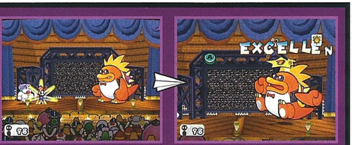
If you beat Rawk Hawk, Jolene will lead you to your new digs: the swanky champion's quarters. When you're finished admiring the life-sized Mario poster hanging above the bed, jump on the stack of presents in the upper left-hand corner and ride Yoshi to the doorframe, then onto the dresser. Use the Spin Hammer to knock out the vent, then walk through the air duct and listen to the voice coming from the other side. Bash the vent in front of you to gain entry to Grubba's office. When you open his desk drawer, the promoter will walk in on you. Chase him to the arena and get ready for your next boss encounter.

BOSS: MACHO GRUBBA



HP	ATTACK	DEFENSE
60	4	0

At the beginning of the fight, Macho Grubba will gain the ability to act twice per turn. He'll use the additional action to increase one of his stats—Attack, Defense or Evade—before unleashing his offense (some of his strikes are capable of hitting both you and your partner, so heal accordingly). Each boost lasts only a single round, however, and the boss must renew his double-action capability every three rounds. Be sure to save some of your heavy artillery for the second half of the match, when Macho Grubba further increases his girth.



Take Grubba's current statistical bonus into account when determining the best course of action. Your attacks won't do much damage when Grubba elevates his defense, for example, so spend the turn charging, then hit him with a juiced-up Power Bounce the following turn.

PEACH'S EVENT

Concentrate on getting the legendary treasure! That is all I require of you.

During your next rendezvous, TEC will ask you to speak with Sir Grodus. Take the elevator to the top floor and enter the green-lit door to your right. Check the lockers for an X-Naut uniform, then go behind one of the curtains to put it on. You'll find Sir Grodus through the door at the east end of the hall. After your conversation, change back into your dress and return to TEC's room.

BOWSER'S EVENT

Ha! See?!? I KNEW it! This ugly thing knows where the Crystal Star is! Tell us!

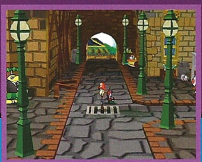
The poor little Punies just can't find a moment's peace. As if our pudgy hero didn't frighten them enough, Bowser shows up and nearly gives the entire tribe a coronary. Search the far-right bush to talk to the elder. (You can search the rest of the bushes to terrify the Punies hiding behind them. It's not necessary, but it is funny.)

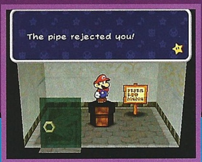
CHAPTER 4

FOR PIGS THE BELL TOLLS

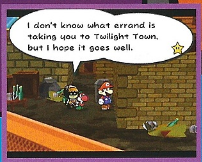
CLOGGED PIPE

WHEN YOU'RE READY TO PROCEED TO CHAPTER 4, SLIP THROUGH THE METAL GRATE ON THE WEST SIDE OF ROGUEPORT. RIDE YOSHI TO THE LEDGE ON YOUR LEFT, THEN TRY TO GO DOWN THE BROWN WARP PIPE ON THE OTHER SIDE OF THE DOOR. WHEN THE PIPE REJECTS YOU, HEAD BACK TO TOWN AND TALK TO PROFESSOR FRANKLY. HE'LL REFER YOU TO A MAN NAMED DARKLY, WHO YOU'LL FIND STANDING BEHIND MERLON'S PLACE. ONCE YOU CONSULT WITH HIM, THE PIPE WILL OPEN TO YOU.





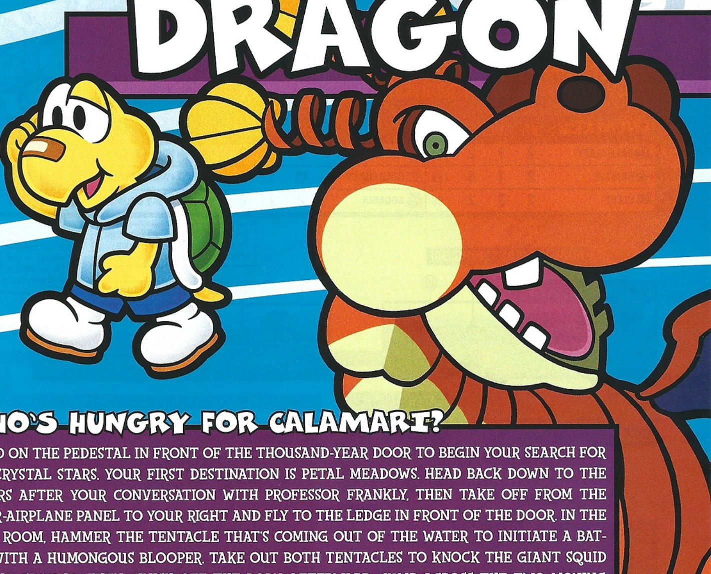
The pipe rejected you!



I don't know what errand is taking you to Twilight Town, but I hope it goes well.

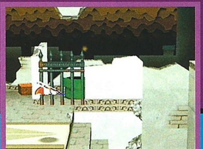
CHAPTER 1

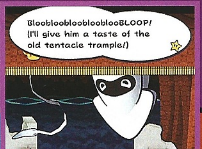
CASTLE AND DRAGON



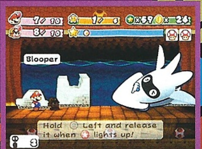
WHO'S HUNGRY FOR CALAMARI?

STAND ON THE PEDESTAL IN FRONT OF THE THOUSAND-YEAR DOOR TO BEGIN YOUR SEARCH FOR THE CRYSTAL STARS. YOUR FIRST DESTINATION IS PETAL MEADOWS. HEAD BACK DOWN TO THE SEWERS AFTER YOUR CONVERSATION WITH PROFESSOR FRANKLY, THEN TAKE OFF FROM THE PAPER-AIRPLANE PANEL TO YOUR RIGHT AND FLY TO THE LEDGE IN FRONT OF THE DOOR. IN THE NEXT ROOM, HAMMER THE TENTACLE THAT'S COMING OUT OF THE WATER TO INITIATE A BATTLE WITH A HUMONGOUS BLOOPER. TAKE OUT BOTH TENTACLES TO KNOCK THE GIANT SQUID TO THE GROUND, THEN FINISH OFF THE BODY. AFTERWARD, JUMP ACROSS THE TWO MOVING PLATFORMS ON TOP OF THE WATER AND TAKE THE WARP PIPE TO PETAL MEADOWS.





BloobloobloobloobooBLOOP!
(I'll give him a taste of the old tentacle trample!)



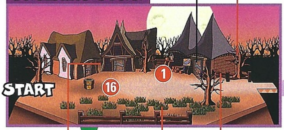
Hold Left and release it when lights up!

TWILIGHT TOWN & CREEPY STEEPLE

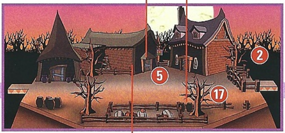
THE PEOPLE OF TWILIGHT TOWN ARE PLAGUED WITH A CURSE THAT TURNS THEM INTO PIGS. AS TEMPTING AS IT MAY BE TO ENJOY THE LIFETIME SUPPLY OF FREE PORK, THAT'S NOT QUITE BEFITTING OF A HERO.

ENEMIES	HP	ATK	DEF	Pg.
AMAZY DAYZEE	20	20	1	94
ATOMIC BOO	40	4	0	94
BOO	7	3	0	96
BUZZY BEETLE	5	3	4	96
CRAZEE DAYZEE	7	2	0	97
HYPER CLEFT	4	3	3	100
HYPER GOOMBA	8	2	0	100
HYPER PARAGOOMBA	8	2	0	100
HYPER SPIKY GOOMBA	8	3	0	100
SPIKE TOP	5	3	4	105
SWOOPER	6	3	0	106

TWILIGHT TOWN

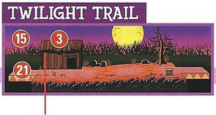

INN
START
16
1
PEACHY PEACH
ROGUEPORT SEWERS (PG. 23)

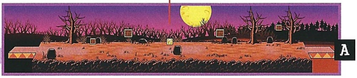
If you stay at the inn, you'll find a Peachy Peach waiting for you on the table the next morning. This is the only place you can get the fruit.

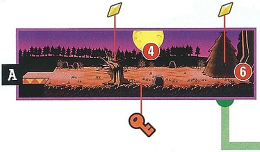

2
5
17
DEFEND PLUS
JAMMIN' JELLY
BOO'S SHEET
LIFE SHROOM
INN COUPON

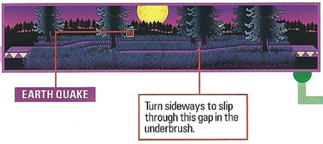
SHOP	
LIFE SHROOM	40
MAPLE SYRUP	20
SPITE POUCH	10
STOPWATCH	30
SUPER SHROOM	15
THUNDER RAGE	20

TWILIGHT TRAIL

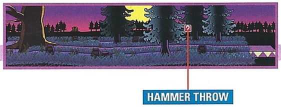


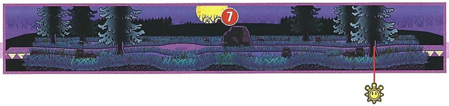

SUPER SHROOM
A

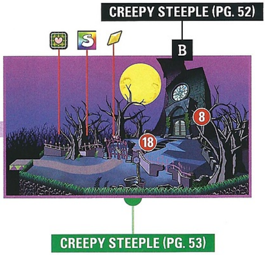


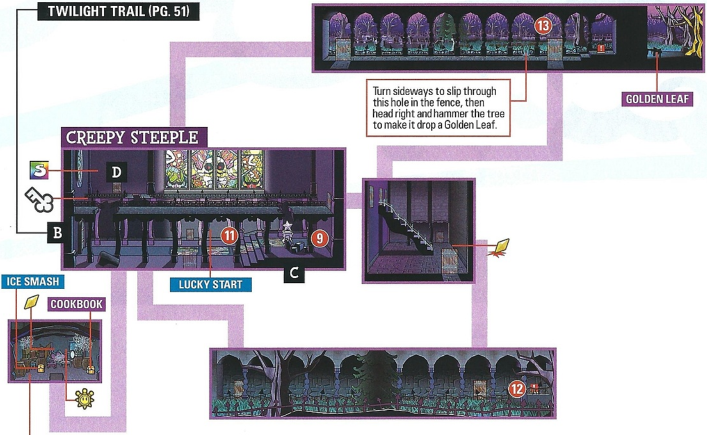

EARTH QUAKE

Turn sideways to slip through this gap in the underbrush.


HAMMER THROW

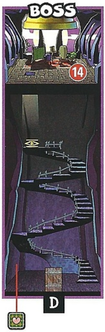


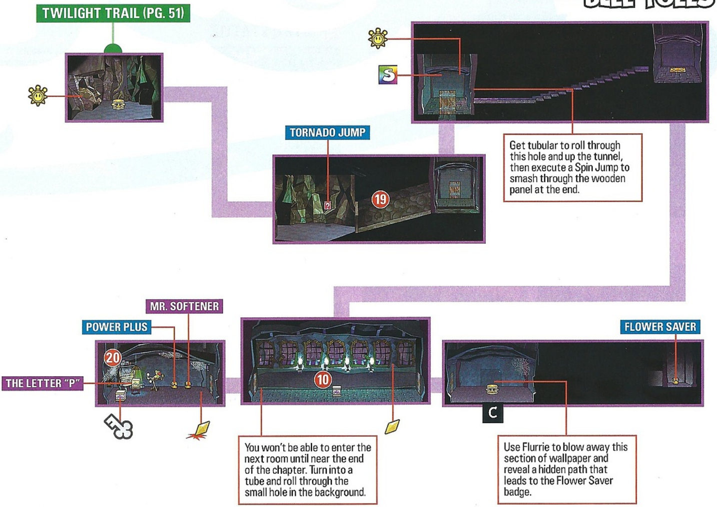

CREEPY STEEPLE (PG. 52)
B
S
8
18
CREEPY STEEPLE (PG. 53)


TWILIGHT TRAIL (PG. 51)
13
GOLDEN LEAF
CREEPY STEEPLE
D
B
11
9
C
ICE SMASH
LUCKY START
COOKBOOK
12

Turn sideways to slip through this hole in the fence, then head right and hammer the tree to make it drop a Golden Leaf.

To reach this hidden room of wonders, roll yourself into a tube and enter the small opening near the west end of the hall.



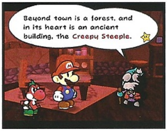

TWILIGHT TRAIL (PG. 51)
TORNADO JUMP
19
MR. SOFTENER
POWER PLUS
20
THE LETTER "P"
10
FLOWER SAVER
C

Get tubular to roll through this hole and up the tunnel, then execute a Spin Jump to smash through the wooden panel at the end.

You won't be able to enter the next room until near the end of the chapter. Turn into a tube and roll through the small hole in the background.

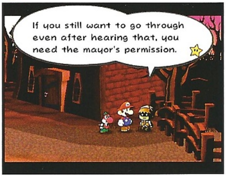
Use Flurrie to blow away this section of wallpaper and reveal a hidden path that leads to the Flower Saver badge.

① DOUR INDEED


Beyond town is a forest, and in its heart is an ancient building, the Creepy Steeple.

Upon your arrival in Twilight Town, Mayor Dour will invite you to his home and explain the village's situation to you. Afterward, head to the gate at the east end of town. Along the way, you can pick up three Star Pieces (see the map) and listen to the people's sorrows, though the latter isn't nearly as rewarding as the former.

② FOR WHOM THE BELL TOLLS

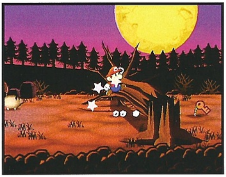

If you still want to go through even after hearing that, you need the mayor's permission.

The gatekeeper won't let you leave town without permisson from the mayor. On your way back to the mayor's house, you'll hear the bell ring, and wouldn't you know it—it's the mayor that turns into a pig. Fortunately, the bell will ring again if you head back to the gate, turning the gatekeeper into a pig and allowing you to leave.

③ KEYS AND SHROOMS

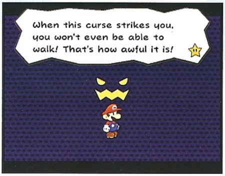
You'll find a Black Key inside the shack at the beginning of the Twilight Trail. Farther down the path, you can jump while standing on the yellow coin block to discover a hidden Super Shroom. The enemies in the area are capable of doing a lot of damage, so you'll need all the health-replenishing items you can get your hands on.

④ KEY RETRIEVAL



If you continue down the Twilight Trail, you'll eventually come to a fallen tree that blocks your path. You can't get past it yet, but you can use Koops's Shell Toss to nab the Shop Key behind it.

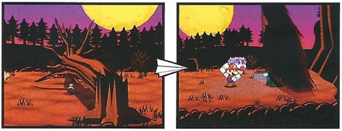
5 TOTALLY TUBULAR



When this curse strikes you, you won't even be able to walk! That's how awful it is!

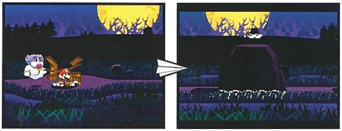
Return to the village and talk to the owner of the item shop. She'll let you have whatever's in the storage room as long as you promise to help her husband. Use the Shop Key to gain entry to the room. Inside, you'll find a number of useful items, as well as a big black treasure chest. Unlock the chest with the Black Key to be "cursed" with another paper ability.

6 UNDER THE TREE AND INTO THE WOODS



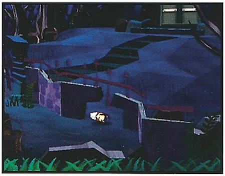
Head back out onto the trail and use your new ability to roll under the fallen tree. A little farther along the path, you'll come across a pile of straw. Blow it away with Madame Flurrie to reveal a warp pipe that leads into the background. Go down the pipe, then head left into the forest. When you come to another tree that blocks your path, use Flurrie to blow a hole in it.

7 ROCK 'N' HOLE



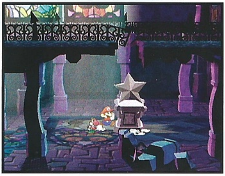
Flurrie's powerful lungs come in handy yet again. Just before you reach the large rock at point 7, you'll see a dark spot on the ground. Aim Flurrie's breath at it to reveal some wooden boards. Use your Spin Jump to smash through them, then push the rock in the background to move the one in the foreground; you'll reveal a hole in the process. Jump into the hole to get past the rock.

8 HOLEY GATE



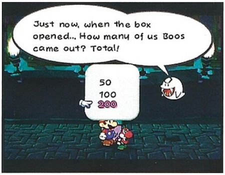
The gate to Creepy Steeple is locked tight, and not even Flurrie's mighty wind can blow it down. To get through, you'll have to roll yourself into a tube and take advantage of the small hole to your right.

9 STAR STATUE



Inside Creepy Steeple (check out those stained-glass windows), you'll find a statue of the Crystal Star near the east end of the main hall. Push the statue to fall down the hole underneath it.

10 BOO!

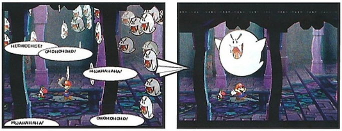


Just now, when the box opened... How many of us Boos came out? Total!

50
100
200

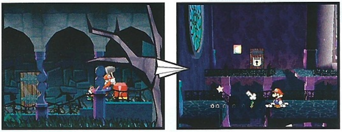
Open the box at point 10 to release a huge flock (gaggle? murder?) of Boos. When you're asked how many of them came out, answer "200" to receive an Ultra Shroom and a funny insult. Afterward, jump from the spring in the previous room to return to the main hallway. Talk to the Boo there and assure the little guy that you won't be mean.

11 GHOSTBUSTERS



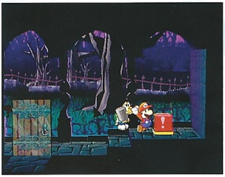
If you stand still in the hallway for too long, the Boos will eventually try pick you up and eject you from the steeple. You can use the Spin Hammer to ward them off, but if you do so twice, they'll get mad and combine to form a giant Atomic Boo. Though upsetting the ghosts in such a manner is completely optional, defeating the Atomic Boo will net you a Lucky Start badge.

12 STEEPLE KEY



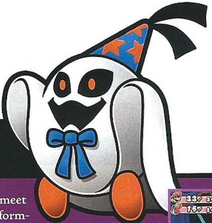
Head through the door in the foreground and bash the red ! Switch at the far end of the veranda. Enter the nearby door and head upstairs. The door at the top leads to the second floor of the main hallway. Use Koops or Yoshi to nab the Steeple Key at the end of the walkway.

13 MOVING THE STAIRS



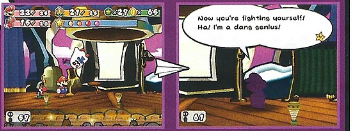
Return to the room where the stairs are and enter the door you haven't been through yet. You'll see another red ! Switch to your right. Hit it twice with your hammer, then climb the newly moved stairs and follow the walkway to a locked door. Use the Steeple Key to open it.

BOSS: ?????



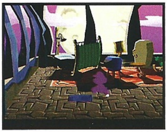
HP	ATTACK	DEFENSE
40	4	0

At the top of the steeple, you'll meet the villain responsible for transforming Twilight Town's residents into swine. The unnamed boss starts with only one easily defended attack, but once you've depleted half its Heart Points, the bow-tied baddie will turn into a shadow form of Mario, capable of mimicking your jump and hammer attacks. Nevertheless, the mysterious foe shouldn't give you too much trouble.



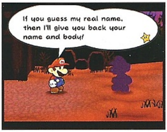
Now you're fighting yourself! Ha! I'm a dang genius!

14 SHADOW MARIO



The chapter will appear to end after you defeat the boss, but you'll be left in control of the fallen shadow Mario. Get up and head back to Twilight Town. You won't have any of your partners with you, so you'll have to be extra careful.

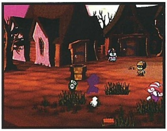
15 MARIO VS. MARIO?



If you guess my real name, then I'll give you back your name and body!

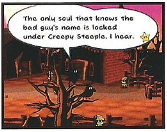
Just before you get to Twilight Town, the "real" Mario will confront you and ask you to guess his name. You won't be able to enter the correct name even if we told you, so the not-so-heroic plumber will engage you in battle. Despite his insistence to the contrary, you have no choice but to run away.

16 A NEW FRIEND



If you talk to Vivian on the west side of town, she'll tell you that she's looking for something very important. Search the far-left bush to find the Superbombomb, then give the explosive to Vivian. To repay your act of kindness, the Shadow Siren will join your party.

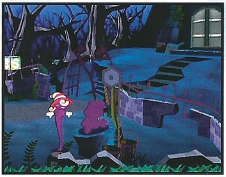
17 SOMETHING TO CROW ABOUT



The only soul that knows the bad guy's name is locked under Creepy Steeple, I hear.

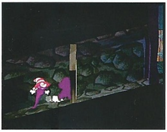
With Vivian's ability to pull you into the shadows (press the X Button), you can listen in on the conversations between the crows perched throughout town. Eavesdrop on the birds closest to the gate to obtain some useful information. (If you tell the kid nearby that you read strategy guides, pay absolutely no heed to his response.)

18 ALTERNATE ENTRANCE



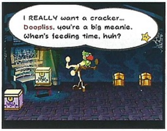
As you leave town, "Mario" will ambush you again. You still won't know his name, so input whatever moniker tickles your fancy, then flee from the ensuing battle and make your way back to Creepy Steeple. Instead of entering through the front door, fall down the well in front of the gate.

19 UNDER THE DOOR



Once you've dealt with the seemingly endless supply of Buzzy Beetles and Spike Tops, push the door-shaped barrier to the top of the incline, then use Vivian's ability to pull yourself into the ground. The barrier will pass over you as it slides back downhill, allowing you to reach the door to your right.

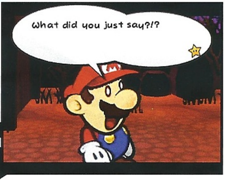
20 THE PARROT SPILLS THE BEANS



I REALLY want a cracker...
Doopliss, you're a big meanie.
When's feeding time, huh?

Inside the room at point 20, you'll find two things that will help you win back your identity. The first is the Letter "P," which you'll find inside the green box, and the second is a chatty parrot. Use Vivian's ability while standing next to the bird to learn your tormentor's name.

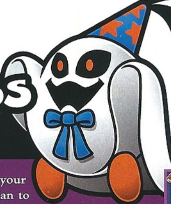
21 WHAT'S IN A NAME



What did you just say?!?

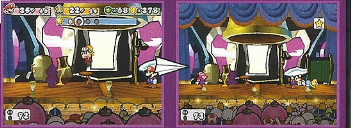
Make the long hike back to Twilight Town for another face-off with your doppelganger. If you enter his name correctly (Doopliss), he'll take off toward the steeple. Give chase and follow him all the way back to the top of the building.

BOSS: DOOPLISS



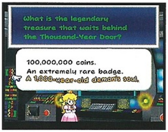
HP	ATTACK	DEFENSE
40	4	0

Doopliss will convince all of your partners who aren't named Vivian to fight alongside him, while the Shadow Siren takes her sweet time deciding whether she should help you (she will eventually join you). Focus all of your offense on your look-alike—if you knock out one of your partners, someone else will jump in to take his or her place (plus, beating up on your naive friends will make you feel kind of guilty). Doopliss has a lot of Heart Points, and you won't be used to guarding against your own attacks, so it's a good idea to use the Power Lift to boost your ATK and DEF.



Your friends may have fallen for Doopliss's clever ruse, but they don't deserve to get stomped. Well, maybe they do, but each successive partner packs a wallop a bit meaner than the last. Plus, they'll stop attacking you if you simply defeat Doopliss and reclaim your identity.

PEACH'S EVENT



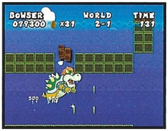
What is the legendary treasure that waits behind the Thousand-Year Door?

100,000,000 coins.
An extremely rare badge.
A 1,000-year-old demon's soul.

Answer TEC's questions as follows:

1) Thousand-Year Door opens.
2) To conquer the world.
3) A 1,000-year-old demon's soul.
4) Bring the demon back to life.
5) Crystal Stars.

BOWSER'S EVENT



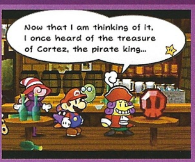
Bowser's vehicle will malfunction while he's flying over the ocean, which leads to an underwater stage inspired by the original Super Mario Bros. There's no real strategy for the level, so we'll just recommend soaking in those sweet tunes as you reduce everything in your path to rubble.

CHAPTER 5

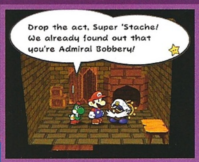
THE KEY TO PIRATES

THE LOVE OF THE SEA

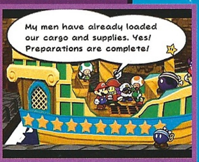
YOUR NEXT DESTINATION IS KEELHAUL KEY. HEAD TO THE ROGUEPORT INN AND TALK TO FLAVIO. NO MATTER HOW YOU ANSWER HIS QUESTION, HE'LL OFFER TO TAKE YOU TO THE KEY. CHAT WITH HIM AGAIN AT THE HARBOR, THEN HEAD TO THE EAST SIDE OF TOWN AND CROSS THE RIVER WITH YOSHI SO YOU LAND SOUTH OF THE FENCE. CLIMB THE CRATES, RIDE YOSHI ONTO THE ROOFTOPS TO YOUR LEFT, AND ROLL DOWN THE CHIMNEY. AFTER YOU SPEAK TO THE OLD BOB-OMB INSIDE, HEAD BACK TO THE INN AND CHAT WITH PODLEY. IF YOU REVIST THE OLD BOB-OMB, HE'LL ADMIT TO BEING ADMIRAL BOBBERY. ASK PODLEY TO TELL YOU BOBBERY'S STORY, THEN DELIVER THE OLD LETTER THAT HE GIVES YOU TO THE ADMIRAL. AFTER HE READS THE LETTER, BOBBERY WILL FINALLY AGREE TO JOIN YOU.



Now that I am thinking of it, I once heard of the treasure of Cortez, the pirate king...



Drop the act, Super 'Stache! We already found out that you're Admiral Bobbery!



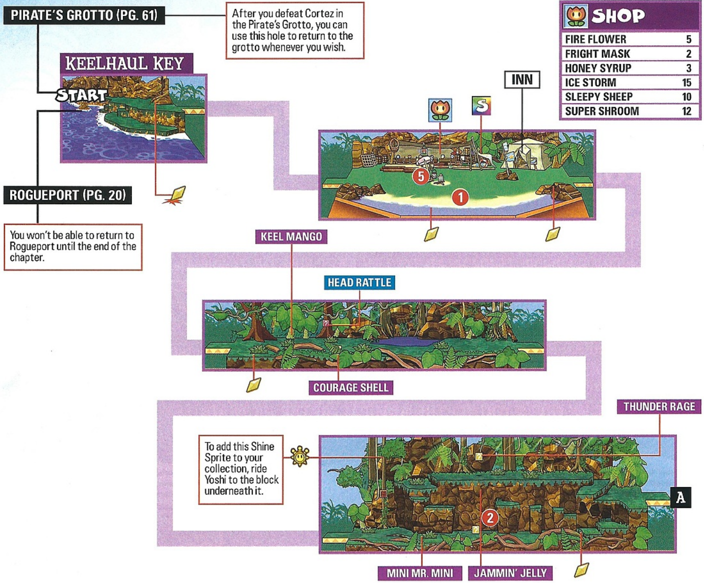
My men have already loaded our cargo and supplies. Yes! Preparations are complete!

KEELHAUL KEY

ARRGH, MATEY! THAR BE GHOSTS ON KEELHAUL KEY THAT DON'T LOOK TOO KINDLY ON SOME PUDGY LANDLUBBER TRYIN' TO GET HIS HANDS ON THEIR PRECIOUS BOOTY.

ENEMIES	HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.
EMBER	8	3	0	98	GREEN FUZZY	5	3	0	99
FLOWER FUZZY	5	3	0	98	PUTRID PIRANHA	8	3	0	103

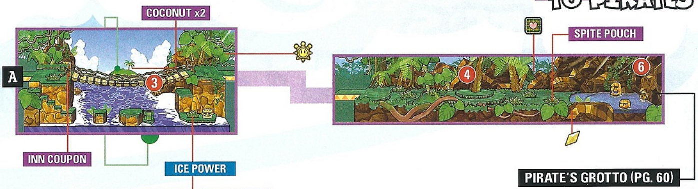
SHOP	
FIRE FLOWER	5
FRIGHT MASK	2
HONEY SYRUP	3
ICE STORM	15
SLEEPY SHEEP	10
SUPER SHROOM	12


PIRATE'S GROTTO (PG. 61)
KEELHAUL KEY
START
ROGUEPORT (PG. 20)
INN
S
5
1
KEEL MANGO
HEAD RATTLE
COURAGE SHELL
THUNDER RAGE
A
2
MINI MR. MINI
JAMMIN' JELLY

After you defeat Cortez in the Pirate's Grotto, you can use this hole to return to the grotto whenever you wish.

You won't be able to return to Rogueport until the end of the chapter.

To add this Shine Sprite to your collection, ride Yoshi to the block underneath it.


COCONUT x2
A
3
INN COUPON
ICE POWER
SPITE POUCH
4
6
PIRATE'S GROTTO (PG. 60)

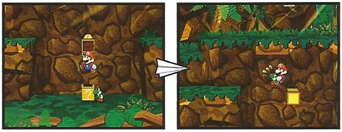
Turn sideways at the east end of the bridge to fall through and nab the Ice Power badge.

1 CASTAWAYS

AAAAAAAAAAIGH!

Your voyage won't quite go according to plan, but you'll arrive at your destination nonetheless. The crew will set up a makeshift village east of the shoreline, where you'll find both an item shop and an inn. Be prepared to battle three Embers the first time you head over there.

2 ISLAND EXPLORATION



Your crew has no desire to become the next Swiss Family Robinson, so they'll nominate you to find a way off the island. Head east, and when you reach the ? Block at point 2, stand on it and jump to reveal a Coin Block. It will fill in the gap between the ledges enough for you to get across with Yoshi.

3 THE ADMIRAL'S COURAGE

Flee! That's an order! Let me do what I must do!

You'll find your missing crew members on the bridge at point 3. After you're forced to run away, head back across the bridge and into the next area. Defeat the Embers that are circling the tree, then hit the big palm with your hammer to bring down Admiral Bobbery.

4 LAST REQUEST

Well, here you go! Take the Chuckola Cola...and give my regards to the admiral!

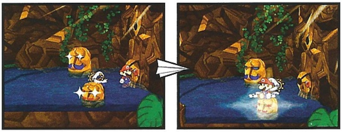
On your way back to camp, grab a coconut from the tree in the background behind the bridge. You'll have to give the fruit to Flavio in exchange for the bottle of Chuckola Cola that he found. Take the soda back to Bobbery, then bonk him with your hammer to wake him up. The confused admiral will join your party.

5 RELUCTANT COMPANION

Yeah, take him, please!
Have fun out there, jerk!
Off with you!

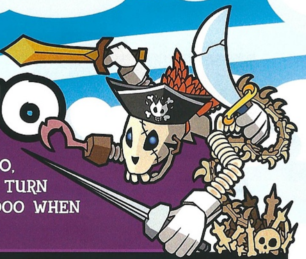
Return to the shantytown with your new partner and talk to Flavio. Much to his dismay, the crew will vote for the flamboyant merchant to accompany you on your search for the Crystal Star. He may seem like a burden, but he's bound to come in handy at some point.

6 FLAVIO'S INSPIRING LYRICS



Talk to Flavio after you examine the skull rock, and when he's done singing, ask him to give you the Skull Gem. Place the gem in the rock to activate the mustache stones. Flavio's song provides clues as to what you should do next. Perform three Spin Jumps on top of the red stone, smack the blue stone four times with your hammer, then toss Bobbery into the hole to blast open an entrance.

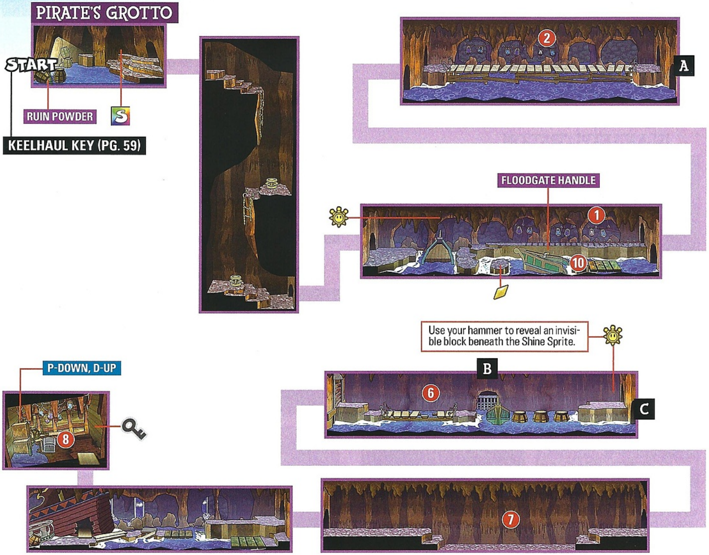
PIRATE'S GROTTO



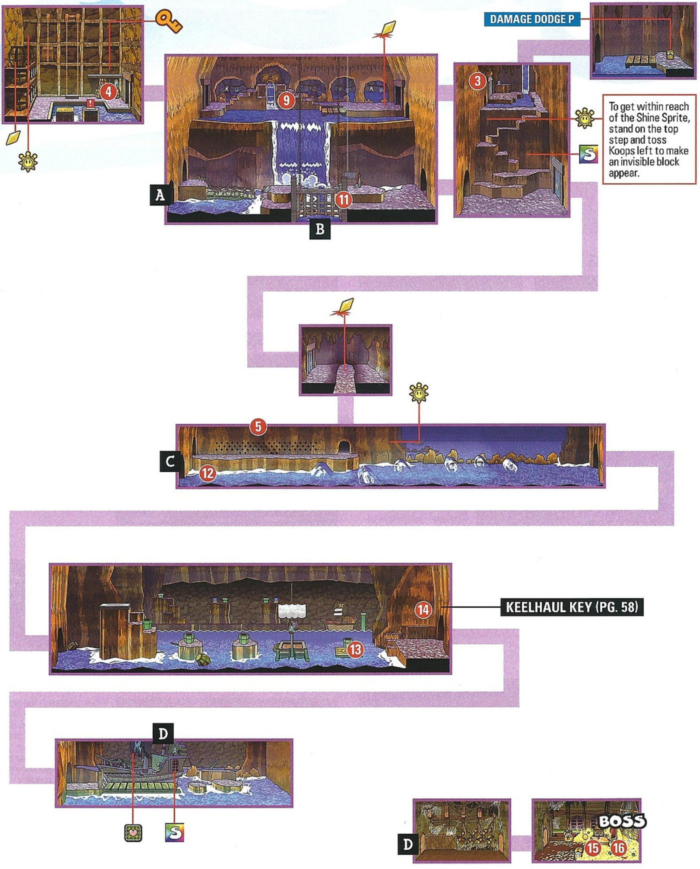
AS YOU DELVE DEEPER INTO PIRATE'S GROTTO, YOU'LL HEAR GHOSTLY VOICES TELLING YOU TO TURN BACK. WHERE'S LUIGI WITH HIS POLTERGEIST 3000 WHEN YOU NEED HIM?

ENEMIES

	HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.
BILL BLASTER	5	—	2	95	**EMBER**	8	3	0	98	**PARABUZZY**	5	3	4	104
BULKY BOB-OMB	6	2	1	96	**LAVA BUBBLE**	6	4	0	101	**X-NAUT**	6/10	5	0	106
BULLET BILL	2	4	1	96	**LORD CRUMP**	30	3	0	101					


PIRATE'S GROTTO
START
RUIN POWDER
S
KEELHAUL KEY (PG. 59)
2
A
FLOODGATE HANDLE
1
10
B
6
C
P-DOWN, D-UP
8
7

Use your hammer to reveal an invisible block beneath the Shine Sprite.



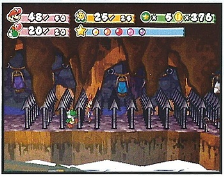
DAMAGE DODGE P

To get within reach of the Shine Sprite, stand on the top step and toss Koops left to make an invisible block appear.

KEELHAUL KEY (PG. 58)

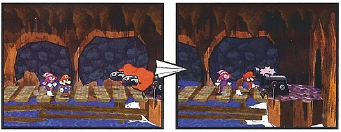
4
9
A
11
B
3
5
C
12
14
13
D
D
BOSS
15
16

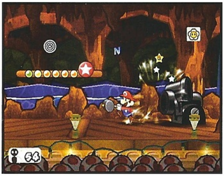
① DON'T GET SKEWERED



The first obstacle you'll come to in the grotto is a collection of spears that jut up from the ground periodically. You can get past them in one of two ways: use Vivian's ability to pull yourself down just before the spears emerge, or turn sideways while you're standing between the rows.

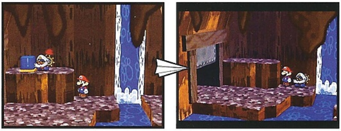
② INCOMING FIRE





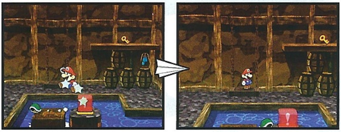
A pair of Bill Blasters will fire Bullet Bills at you from the east end of the bridge. As you make your way across, either fight the Bullet Bills or use Vivian's ability to avoid them. The latter isn't an option against the Blasters—you'll have to take 'em out to continue.

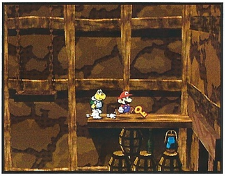
③ BOMBERMAN



Ascend the cliff at point 3 and toss Bobbery onto the ledge at the top. When the good admiral goes "boom," he'll activate the blue ! Switch and open the metal door to your left. For a naval officer of such renown, Bobbery is surprisingly amenable to blowing himself up at Mario's whim. Perhaps they've bonded through their similary impressive mustaches.

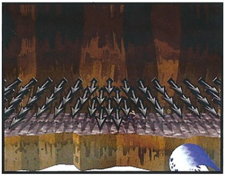
④ KOOPS PROVIDES A LIFT





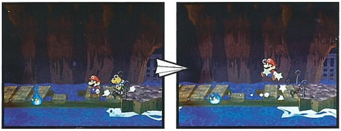
Hop onto the crate that's floating in the water and hold Koops to the left, then release your partner to activate the red ! Switch while you stand on the nearby platform. When the platform rises, jump on the plank to your right and pick up the Grotto Key. (To reach the Shine Sprite in the room, jump on top of the crate that serves as a counterweight for the platform.)

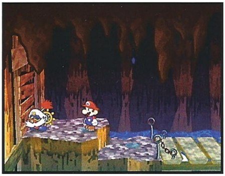
⑤ BANK ROLL



Unlock the door at the bottom of the cliff and proceed deeper into the grotto. You'll soon come to a bank of spears that protrude from the wall. You can roll under most of them in tube form, but you'll have to wait for the lowest ones to recede back into the wall.

⑥ BRIDGES AND BARRICADES



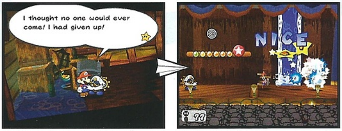


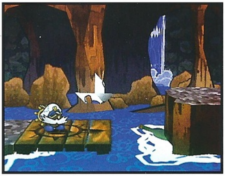
When you reach the broken bridge at point 6, use either Koops or Admiral Bobbery to launch a first strike against the enemies on the other side of the gap. Only Bobbery's explosive personality (har!) will get you past the wooden barricade that follows.

7 DODGE THE BULLETS

Be on your toes in the tunnel at point 7—two more pairs of Bill Blasters will fire at you from the far end. As before, you can use Vivian to avoid the projectiles. The Bullet Bills don't present much of a threat in battle, but the measly amount of experience points they give you doesn't make them worth your while.

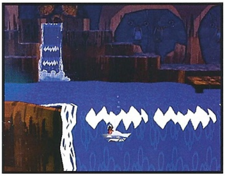
8 NAUTICAL DISASTER





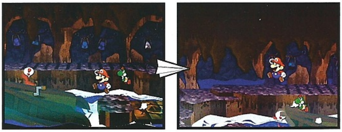
Talk to the big black treasure chest inside the shipwreck, then defeat the Ember to earn the Black Key. If you unlock the chest, it will "curse" you with the ability to fold yourself into a paper boat.

9 MAIDEN VOYAGE



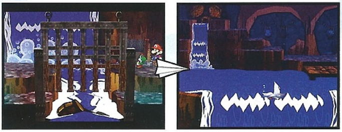
Return to the boat panel at point 9 and test the seaworthiness of your new vessel by steering it over the edge of the waterfall. When you hit the bottom, sail west through the archway marked A on the map.

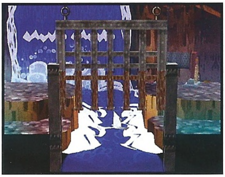
10 BY LAND AND BY SEA



Continue west and dock the good ship *Mario* on the boat panel at point 10. Grab the Gate Handle from the broken-off bow to your left, then leap onto the adjacent platform and head back the way you came—this time on foot.

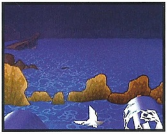
11 OPEN THE FLOODGATE





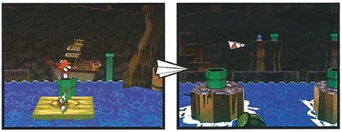
Ride Yoshi across the stream at the bottom of the waterfall, then use your newly acquired Gate Handle to turn the chain spool and raise the floodgate. Drop from the top of the waterfall again in boat form and float under the gate to the next area.

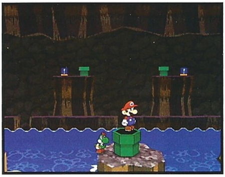
12 ROUGH WATERS



As you continue to sail east, you'll run into some pretty harrowing surf. Navigate around the waves, or they'll overturn your wee vessel and carry you back to point 12.

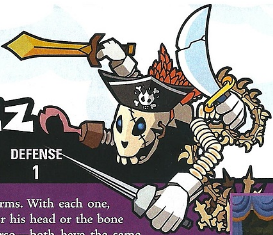
13 SHIPWRECKED TOADS





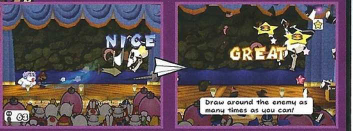
Disembark on the boat panel and jump down the adjacent warp pipe. When you emerge in the background, head left and travel through the pipe at the very end. From the paper-airplane panel, you can fly to the other two pipes in the foreground. Use them to get to the blue ! Switches in the background. Once you've activated both switches, the Toads can escape.

BOSS: CORTEZ



HP	ATTACK	DEFENSE
20	4	1

Cortez has three forms. With each one, you can target either his head or the bone pile beneath his torso—both have the same DEF. His first incarnation will try to skewer you—either with all four weapons simultaneously, or with one at a time. His second form will boost his ATK, then throw bones at both you and your partner to inflict heavy damage. When he opens his rib cage, hit the exposed green gem with everything you've got. His third form attacks five times (four weapons plus his head) per turn, and when you're about to finish him off, he'll devour the souls of your audience to replenish some of his HP.



Draw around the enemy as many times as you can!

If you destroy one of Cortez's weapons in his third incarnation, it will simply reappear after two turns. You can, however, use Flurrie's Gale Force (or some other attack that deals a decent amount of damage to every enemy onscreen) to blow away all four weapons at once.

⑭ ESCAPE THE GROTTO

After you defeat the ghost pirate (or is he a pirate ghost?), return to the stranded Toads and use Admiral Bobbery to blow a hole in the wall. If you follow the Toads through the hole, you'll emerge on the shore west of the shantytown in Keelhaul Key.

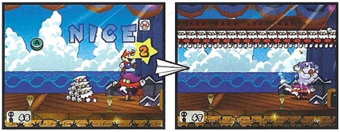
⑮ GHOST SHIP

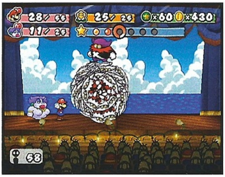
Yeah, that IS Four-Eyes! What's he doing over there?

What are you talking about, muchacho? I do not rent this ship for pleasure cruises!

Lead Flavio back to Cortez through the hole you just made. The arrogant entrepreneur may be a bit annoying at times, but when push comes to shove, he shows the true worth of his character. When he's finished negotiating with Cortez, return to the ship's deck.

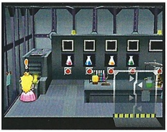
⑯ NAVAL BATTLE





Focus all of your attacks on Lord Crump—if you knock out the X-Nauts, more will simply jump in to take their place. When you reduce Crump's HP to zero, he'll go backstage to heal and recruit more help. The X-Nauts will begin dealing major damage to both you and your partner. Finish off their leader as quickly as possible to put an end to the skirmish.

PEACH'S EVENT



Follow TEC's directions to the lab. Place the potions in the machine in the following order (from left to right): red, blue, yellow and green. Turn on the machine, and when the beaker stops above one of the potions, press the corresponding button. Heat the concoction for exactly 30 seconds, then drink it and head to Sir Grodus's room. Search the bookshelf for the Data Disk, and insert the disk in his computer.

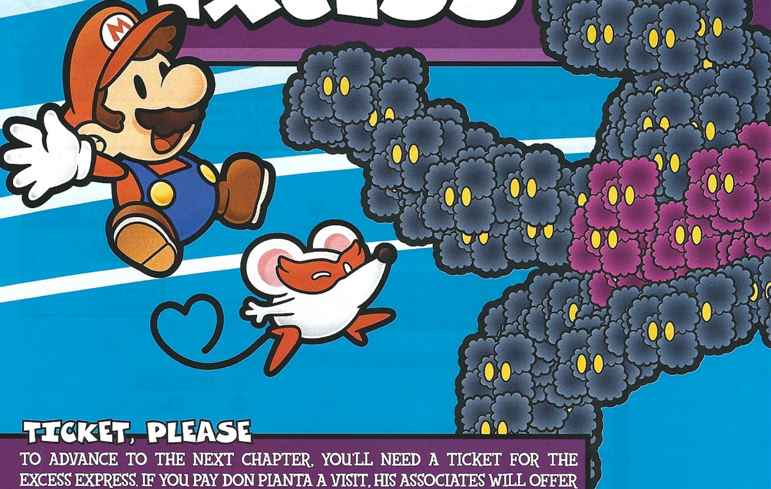
BOWSER'S EVENT

Mweh heh heh heh heh! So, what's it gonna be, tough guy?

Once again, there's not much strategy involved in Bowser's ministage. All you have to do is talk to Crump to initiate a face-off between the X-Nauts and the Koopa clan. Your adversaries battle about as competently as you'd expect based on the prior success rate of the opposing generals.

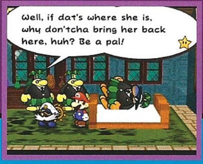
CHAPTER 6

3 DAYS OF EXCESS

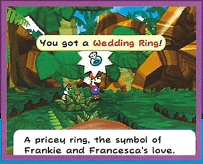


TICKET, PLEASE

TO ADVANCE TO THE NEXT CHAPTER, YOU'LL NEED A TICKET FOR THE EXCESS EXPRESS. IF YOU PAY DON PIANTA A VISIT, HIS ASSOCIATES WILL OFFER YOU A TICKET IN EXCHANGE FOR YOUR THE SAFE RETURN OF HIS DAUGHTER. TAKE CORTEZ'S BOAT TO KEELHAUL KEY AND TALK TO FRANCESCA EAST OF THE SHANTYTOWN. YOU'LL FIND HER WEDDING RING NEAR THE TREE WHERE YOU HELPED BOBBERY. TAKE THE RING BACK TO HER, THEN RETURN TO ROGUEPORT AND COLLECT YOUR TRAIN TICKET FROM THE DON.

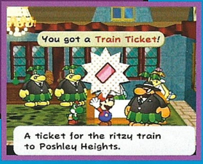


Well, if dat's where she is, why don'tcha bring her back here, huh? Be a pal!



You got a Wedding Ring!

A pricey ring, the symbol of Frankie and Francesca's love.



You got a Train Ticket!

A ticket for the ritzy train to Poshley Heights.

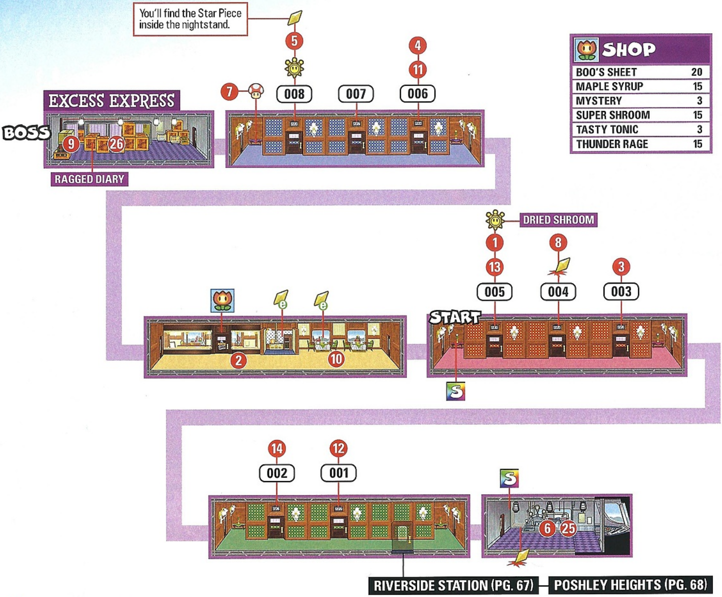
EXCESS EXPRESS & POSHLEY HEIGHTS

THOUGH MARIO AND HIS PARTY EXPECTED THE RETRIEVAL OF THE SIXTH CRYSTAL STAR TO BE RELATIVELY RELAXING, THE JOURNEY PROVES TO BE ANYTHING BUT. YOU'LL BE SURPRISED HOW MUCH CAN HAPPEN ON A THREE-DAY TRAIN RIDE.

ENEMIES	HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.
DARK BOO	8	5	0	97	POISON POKEY	8	4	0	103	SPIKY PARABUZZY	5	3	4	105
GOOMBA	2	1	0	99	RUFF PUFF	7	4	0	104					

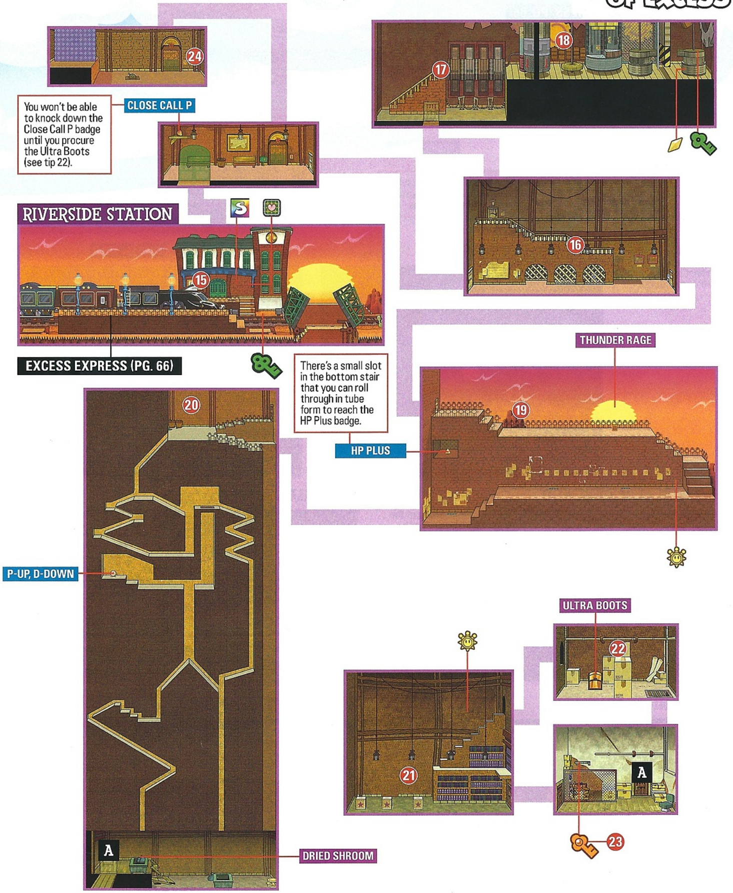
SHOP

BOO'S SHEET	20
MAPLE SYRUP	15
MYSTERY	3
SUPER SHROOM	15
TASTY TONIC	3
THUNDER RAGE	15



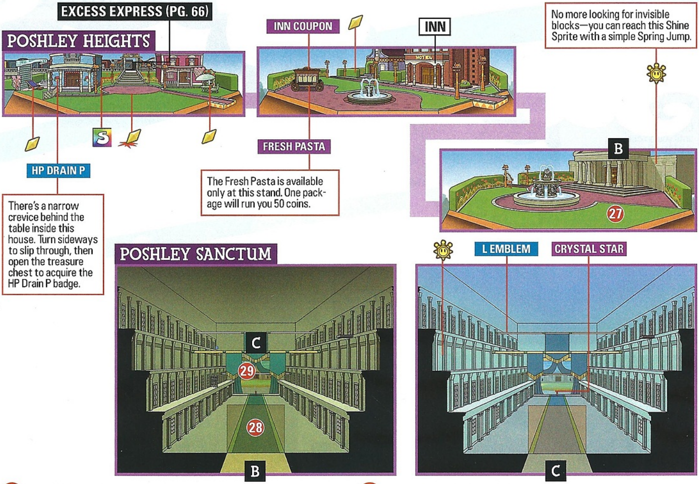
You'll find the Star Piece inside the nightstand.

EXCESS EXPRESS
BOSS
9
26
RAGGED DIARY
7
5
008
007
4
11
006
DRIED SHROOM
1
13
005
8
004
3
003
START
2
10
14
002
12
001
6
25
RIVERSIDE STATION (PG. 67)
POSHLEY HEIGHTS (PG. 68)


24
CLOSE CALL P
17
18
RIVERSIDE STATION
16
15
EXCESS EXPRESS (PG. 66)
THUNDER RAGE
20
19
HP PLUS
P-UP, D-DOWN
ULTRA BOOTS
22
21
A
A
23
DRIED SHROOM

You won't be able to knock down the Close Call P badge until you procure the Ultra Boots (see tip 22).

There's a small slot in the bottom stair that you can roll through in tube form to reach the HP Plus badge.

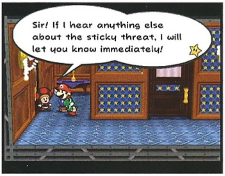


No more looking for invisible blocks—you can reach this Shine Sprite with a simple Spring Jump.

The Fresh Pasta is available only at this stand. One package will run you 50 coins.

There's a narrow crevice behind the table inside this house. Turn sideways to slip through, then open the treasure chest to acquire the HP Drain P badge.

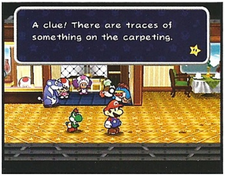
① WELCOME ABOARD



Sir! If I hear anything else about the sticky threat, I will let you know immediately!

At the beginning of the chapter, you'll find a threatening letter in your cabin. (There's also a Shine Sprite behind the table and a Dried Shroom inside the nightstand.) Walk to the west end of the train and show the letter to the conductor.

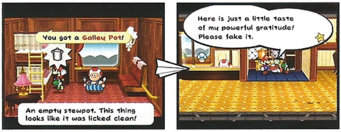
② DINNER MYSTERY



A clue! There are traces of something on the carpeting.

As you head back to your room, you'll see a number of passengers gathering in the kitchen area. If you talk to Pennington (he's the penguin holding the magnifying glass), he'll explain that someone has stolen a pot of stew. Talk to him again (he'll ask you to find the pot to prove your innocence), then examine the stains on the floor.

③ USUAL SUSPECT



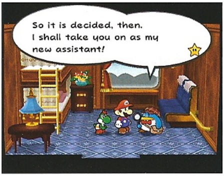
You got a Galley Pot!

An empty stewpot. This thing looks like it was licked clean!

Here is just a little taste of my powerful gratitude! Please take it.

Follow the stains to cabin 003. The rotund occupant will be none too pleased that you're accusing him of stealing the stew, but you'll find the Galley Pot in his nightstand. Return the pot to the chef. The relieved Cheep Cheep will give you a Star Piece to show his gratitude.

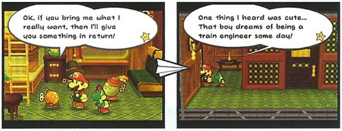
④ DETECTIVE WORK



So it is decided, then. I shall take you on as my new assistant!

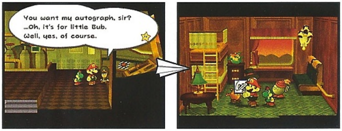
Visit Pennington in cabin 006. The "penguin with the improbably large brain" will decide to make you his new assistant, and instruct you to check out the Bob-omb family staying in cabin 008. Unfortunately, you won't get one of those stylin' tweed detective caps to go along with your new job.

5 BIRTHDAY PRESENT


OK, if you bring me what I really want, then I'll give you something in return!
One thing I heard was cute... That boy dreams of being a train engineer some day!

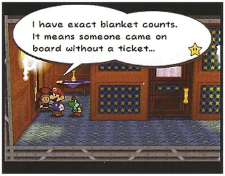
If you try to talk to Bub's parents, they'll just continue to argue over what to get their son for his birthday. The tiny Bob-omb will tell you that if you bring him what he really wants, he'll give you something in return. Talk to him two more times for a couple of clues, then speak with the conductor to find out that Bub dreams of being a train engineer someday.

6 AUTOGRAPH HOUND


You want my autograph, sir? ...Oh, it's for little Bub. Well, yes, of course.

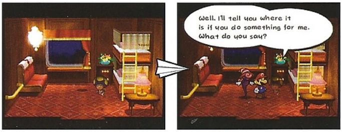
Head to the engine room and speak with the train's engineer. The friendly chap will gladly give you an autograph for little Bub. Take the gift back to the birthday Bob-omb to collect your reward (a Shine Sprite), then check in with Pennington for your next assignment.

7 MISSING BLANKET


I have exact blanket counts. It means someone came on board without a ticket...

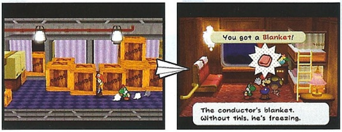
The conductor will inform you that while he was passing out blankets to the passengers, he came up one short. Since he always keeps enough blankets on hand for the number of tickets sold, he deduces that there must be an unticketed passenger on board. Agree to help him find the culprit.

8 GHOST RIDER


Well, I'll tell you where it is if you do something for me. What do you say?

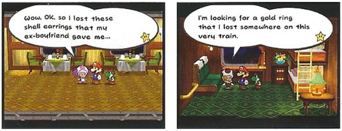
Enter cabin 004 and use Vivian's ability to pull yourself into the shadows. (The ethics of sneaking into someone's room and hiding are irrelevant when there's a blanket thief running amok.) The ghost that appears will agree to give you the missing blanket if you find his diary for him.

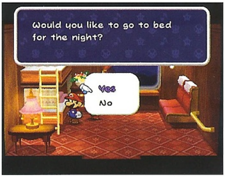
9 DEAR DIARY


You got a Blanket!
The conductor's blanket. Without this, he's freezing.

When you apprise the conductor of the situation, he'll step aside and allow you to enter the baggage car. Turn sideways and squeeze between the food crates inside to retrieve the ghost's Ragged Diary. Return the diary to its owner in exchange for the blanket, then give the blanket to the conductor. He'll reward you with a Mushroom.

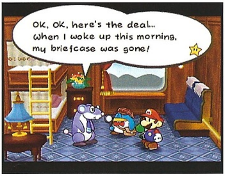
10 UNSOLVED MYSTERIES


Wow. OK, so I lost these shell earrings that my ex-boyfriend gave me...
I'm looking for a gold ring that I lost somewhere on this very train.


Would you like to go to bed for the night?
Yes
No

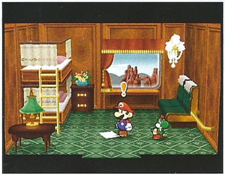
Both the waitress in the dining car and Toodles in cabin 002 will ask you to look for something if you talk to them. You won't be able to find either of their items on the first night, however, so head back to your room for some well-earned rest.

11 RISKY BUSINESS


OK, OK, here's the deal... When I woke up this morning, my briefcase was gone!

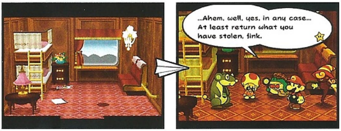
Stop by Pennington's room at the beginning of day two to learn about your next case. It seems someone has stolen the Ratooey businessman's briefcase, which contains a powerful new syrup capable of raising the dead (eat your heart out, Mrs. Butterworth).

⑫ PAPER TRAIL



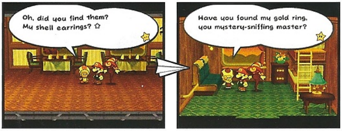
Enter cabin 001 and pick up the piece of paper on the floor. If you take it back to Pennington, the Ratooey businessman will identify it as one of his contracts. Your next objective is to find the missing occupant of cabin 001.

⑬ MARIO ALWAYS GETS HIS MAN


...Ahem, well, yes, in any case... At least return what you have stolen, fink.

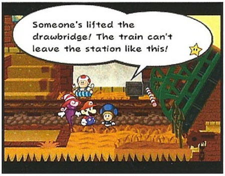
You'll find another piece of paper on the floor in your own room. If you use Vivian's ability to make yourself disappear, a Toad will eventually peek out from behind the seat. Emerge from the shadows and chase him around the room. When you finally catch the sneaky little thief, he'll cough up the Briefcase, Gold Ring and Shell Earrings. Shortly, the train will arrive at Riverside Station.

⑭ JEWELRY EXCHANGE


Oh, did you find them? My shell earrings? ☆
Have you found my gold ring, you mystery-sniffing master?

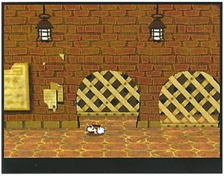
Before you detrain, return the Shell Earrings to the waitress in the dining car, and the Gold Ring to Toodles in cabin 002. The former will reward you with a Star Piece, the latter with 30 coins. Unfortunately, you can't just keep the jewelry yourself and try to pawn it at the nearest item shop.

⑮ TRAIN DELAY


Someone's lifted the drawbridge! The train can't leave the station like this!

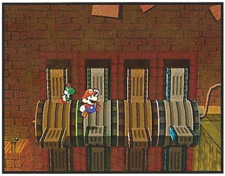
If you talk to the conductor in front of the train, he'll tell you that someone (guess who) needs to lower the drawbridge before you can depart for Poshley Heights. Use the key that he gives you to unlock the entrance to the station.

⑯ STATION STAIRWAY



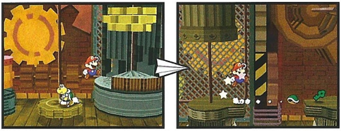
Inside the station, head through the door on the far right (not the elevator door), then roll under the latticework and bop the blue ! Switch. Climb the stairs that unfold and enter the door at the top.

⑰ JUMP MAN



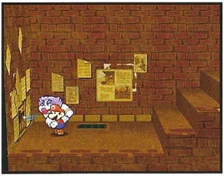
In the next room, you'll have to jump across four rotating gears (no Mario adventure would be complete without a little platforming). Each one pauses for a brief moment, so study the timing to avoid jumping too early or too late.

⑱ GEARWORKS



Once you've leapt across, roll under the large cylinder then jump on the light-brown gear next to it. From there you can jump onto the opening in the cylinder that follows, then onto another gear. When the barrier in front of you rises, use Koops's Shell Toss to retrieve the Storage Key.

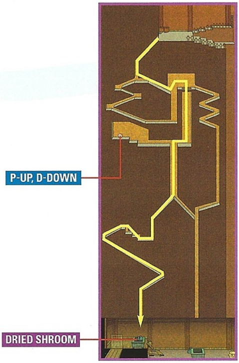
⑲ BEHIND THE FOLD



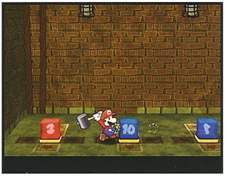
Go back downstairs and use the Storage Key to unlock the door on the right. When you come to what seems like a dead end at point 19, use Flurrie's ability to blow away the papers and uncover a hidden door.

20 ROLLIN', ROLLIN', ROLLIN'

Get tubular and roll through the tunnel as illustrated on the map below. Note that after you turn right at the first fork, you must jump to avoid falling down the wrong hole. (You'll also have to jump and take a bit of a detour to reach the P-Up, D-Down badge.)

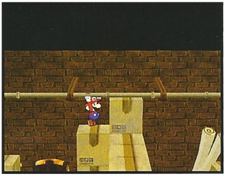


21 STUBBORN SWITCHES



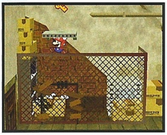
If you defeat all of the Goombas in the room, the nearby blocks will open to reveal three blue switches. Each switch has a number on it that indicates how many times you have to hit it. Once you've activated all three, a staircase will unfold. Use Koops to nab the Shine Sprite near the top of the stairs.

22 ULTRA BOOTS



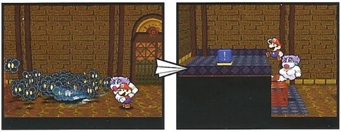
Open the large treasure chest to procure the Ultra Boots. With the new footwear, you can perform a Spring Jump to leap much higher than you could before. Hold the A Button and rotate the Control Stick to fold yourself up, then release A to jump. Use your new move to grab onto the pipe overhead, then scoot past the boxes and slip through the grate.

23 SPRING IN YOUR STEP



Hop onto the boxes in the right-hand corner of the room and ride Yoshi across the gap to the top of the next set of boxes. Execute a Spring Jump to grab onto the pipe, then shimmy left. Do another Spring Jump underneath the platform to knock down the Elevator Key.

24 BACK ON TRACK

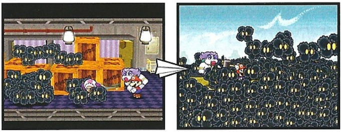


Head back to the beginning of the station and use your new key to ride the elevator. The room below is crawling with mysterious black creatures. If you use Flurrie to blow some of them away, the rest will scurry away to reveal a lever in the middle of the room. Pull the lever, then strike the blue ! Block that emerges to lower the drawbridge.

25 MORNING OF DOOM

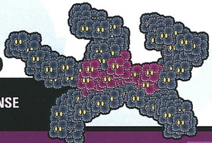
Once you're back aboard the Excess Express, hop in bed to replenish your health and advance to day three. The next morning, talk to the engineer to witness those dark critters from Riverside Station attacking the train. Who needs breakfast when you can wake up to a relentless horde of pure evil?

26 SMORGS ABOARD



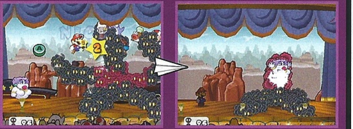
Run to the baggage car and have Flurrie blow away the creatures to save two members of the train's crew. Afterward, use your Spring Jump to grab onto the pipe, then follow the attackers through the hole to your left. You'll emerge outside—climb onto the roof and clear a path with your hammer as you make your way to the front of the train.

BOSS: SMORG



HP	ATTACK	DEFENSE
50	5	1

As your confrontation with the Smorg commences, the boss's body will be virtually invulnerable. You can drop the monster's defense to zero, however, by defeating all three of its Smorg Miasmas. The tentacles will regenerate after two turns, but you can deal hefty damage to the body in the meantime (and it won't be able to fight back). Hit it with everything you've got, because when the Miasmas grow back a second time, they'll merge into a single hooklike tentacle with a much higher attack power. And don't worry about the passengers trapped in the Smorg's clutches—they'll be fine once you vanquish the beast.



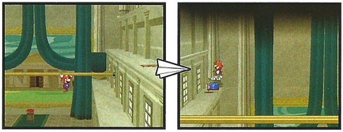
You won't be able to reach the Miasmas with ground-based attacks, so bring a partner who's capable of jumping to defeat them as quickly as possible. That will be especially important with the hooklike tentacle, which is capable of dealing double-digit damage to both you and your partner.

㉗ POSHLEY HEIGHTS

So YOU'RE the Sanctum Manager? I totally thought you were a detective!

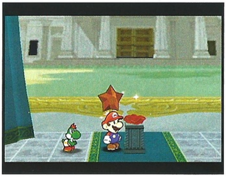
Once you defeat the Smorg, you'll finally arrive at your destination. When you're finished soaking in its luxurious splendor (you'll even receive a dish prepared by Zess T. if you stay at the inn), head for the Poshley Sanctum and read the note posted on the door. Pennington will introduce himself as the sanctum's manager and let you in.

㉘ INSIDE THE SANCTUM



After the cut scene inside the sanctum, stand on the star marker and do a Spring Jump to grab onto the bar overhead. Shimmy onto the ledge to your right, then use the same method to climb the next two ledges and reach the paper-airplane panel. Fly to the other side of the room and hit the blue ! Switch on the top ledge.

㉙ MARIO PAINT



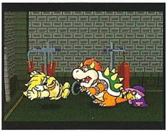
If you head down the warp pipe that's revealed after you activate the blue ! Switch, you'll appear in the painting on the back wall. Enter the door and weave through the Dark Boos in the next room to nab the Crystal Star. You can also navigate the overhead bars as you did in the previous area to get your hands on an L Emblem badge and a Shine Sprite.

PEACH'S EVENT

Princess Peach... Please escape from this place as quickly as possible.

There's not much for you to do in Peach's final ministage except walk to TEC's room and watch a surprisingly touching cut scene unfold. If you don't feel much animosity toward Sir Grodus at this point, you will by the time the event is over.

BOWSER'S EVENT



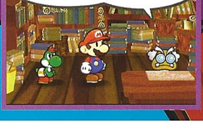
Fortunately, the always-loveable Bowser manages to lighten things up a bit with another heaping helping of wanton destruction. You'll play through a level that should look pretty familiar to the Koopa King, then you'll witness a hilarious confrontation between him and a certain championship fighter.

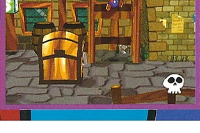
CHAPTER 7

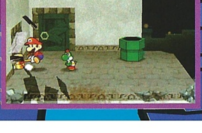
MARIO SHOOTS THE MOON

TOOL UPGRADE

AFTER YOU LEARN THE LOCATION OF THE FINAL CRYSTAL STAR, PROFESSOR FRANKLY WILL ASK YOU TO COME BACK LATER. STAND UNDER THE WOODEN PLATFORM IN THE TOWN SQUARE AND PERFORM A SPRING JUMP TO KNOCK DOWN THE GIANT TREASURE CHEST. INSIDE IT YOU'LL FIND AN ULTRA HAMMER. WHEN YOU'RE READY TO MOVE ON, RETURN TO PROFESSOR FRANKLY'S THEN SLIP THROUGH THE METAL GRATE ON THE WEST SIDE OF TOWN. RIDE YOSHI TO THE LEDGE ON YOUR LEFT AND SMASH THE GRAY BLOCK IN FRONT OF THE WALL WITH YOUR NEW MALLET. THE BLUE WARP PIPE ON THE OTHER SIDE WILL TAKE YOU TO THE FAHR OUTPOST.


Ermmm... Looking into this may take a little time, so come back in a bit, all right?

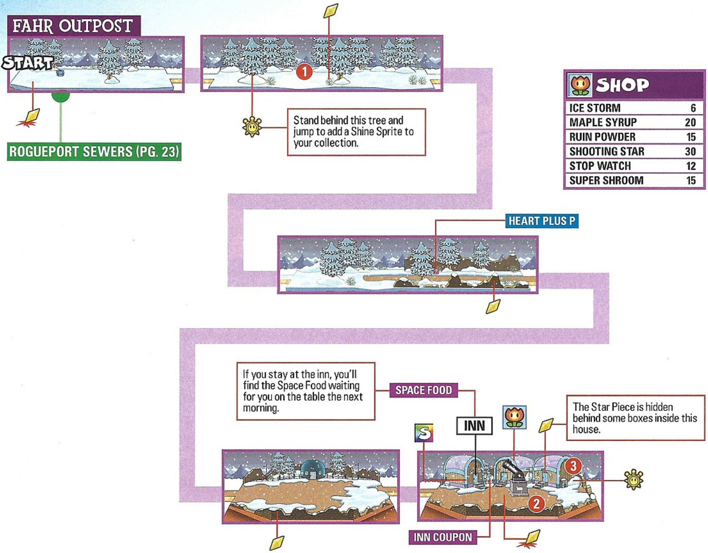




FAHR OUTPOST

IT'S A GOOD THING MARIO DOESN'T RUN AROUND BUCK-NAKED LIKE MANY OTHER VIDEO GAME HEROES, BECAUSE IT GETS MIGHTY COLD AT THE FAHR OUTPOST.

ENEMIES	HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.
FROST PIRANHA	10	5	0	99	ICE PUFF	9	4	0	100


FAHR OUTPOST
START
ROGUEPORT SEWERS (PG. 23)
1
HEART PLUS P
SPACE FOOD
INN
S
3
2
INN COUPON

Stand behind this tree and jump to add a Shine Sprite to your collection.

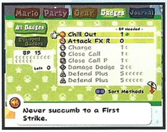
If you stay at the inn, you'll find the Space Food waiting for you on the table the next morning.

The Star Piece is hidden behind some boxes inside this house.

SHOP

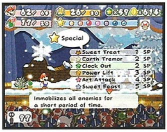
ICE STORM	6
MAPLE SYRUP	20
RUIN POWDER	15
SHOOTING STAR	30
STOP WATCH	12
SUPER SHROOM	15

1 DON'T BECOME A MARIO-SICLE


Mario
Party
Gear
Badges
Journal
All Badges
Equipped Badges
BP 15
Left 0
BP Needed
Chill Out 1
Attack FX R 0
Charge 1
Close Call 1
Close Call P 1
Damage Dodge 2
Defend Plus 5
Defend Plus 5
Sort Methods
Never succumb to a First Strike.

The enemies at Fahr Outpost can freeze you and knock you out before you thaw, but you can take steps to avoid a frosty demise. Number one is to equip the Chill Out badge to prevent your foes from striking first.

Use items and special attacks to take out multiple opponents at once, especially when you're facing Ice Puffs that possess Ice Storm items. They can use them to freeze both you and your partner simultaneously.

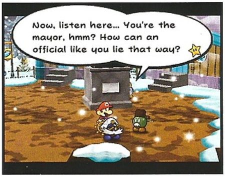

Special
Sweet Treat 1 SP
Earth Tremor 2 SP
Clock Out 2 SP
Power Lift 3 SP
Art Attack 4 SP
Sweet Feast 5 SP
Immobilizes all enemies for a short period of time.

You can use either a Stop Watch or the Clock Out special ability to immobilize your enemies for a few turns. That should give you enough time to finish them off with regular attacks if you're running low on FP.

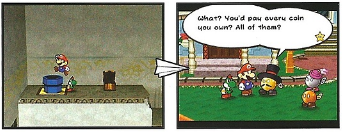
Tap A rapidly!

If one of your characters freezes, use the other one to run away. It may not be the most courageous act, but sometimes discretion is the better part of valor. Just watch out for the same enemy again after you escape.

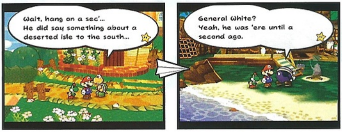
2 CANNON QUEST


Now, listen here... You're the mayor, hmm? How can an official like you lie that way?

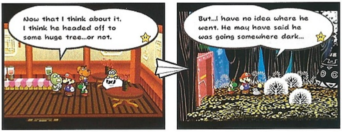
When you arrive at the outpost, speak to the mayor (you'll know him by his sweet 'stache) with Admiral Bobbery by your side. He'll instruct you to seek out Goldbob and General White if you wish to use the cannon.


What? You'd pay every coin you own? All of them?

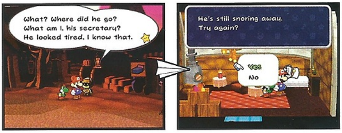
Goldbob makes his residence in Poshley Heights. Rather than take the train, you can return there via a warp pipe in the area beneath Rogueport (refer to the map on page 23). You'll find Goldbob in front of the blue house on the west side of town. When he asks how much you're willing to pay to use the cannon, answer "Everything I have!" then answer "Yes" to all of his subsequent questions. He won't actually keep your coins, but he will give you the Goldbob Guide.


Wait, hang on a sec'... He did say something about a deserted isle to the south...
General White? Yeah, he was 'ere until a second ago.

General White is a bit more difficult to track down. You may remember seeing him in Petalburg. Head there from the blue warp pipe beneath Rogueport (see page 23) and talk to the Koopa near the west entrance. He'll point you to Keelhaul Key, so head to the shantytown and ask Pa-Patch for another clue.


Now that I think about it, I think he headed off to some huge tree...or not.
But...I have no idea where he went. He may have said he was going somewhere dark...

Return to Rogueport and take the blimp to Glitzville. If you inquire with the juice-shop owner as to General White's whereabouts, he'll recall something about a big tree. That means the next stop on your whirlwind tour is Boggly Woods. The first Puni inside the Great Tree will tell you that White went somewhere dark.


What? Where did he go? What am I, his secretary? He looked tired, I know that.
He's still snoring away. Try again?
Yes
No

Make your way back to Twilight Town and talk to the villager standing in front of the inn. It seems General White isn't there anymore (surprise!), so drag your dejected self back to Fahr Outpost. While you're reporting to the mayor that you haven't been able to find White, you'll see the general step out of the house in the background! Follow the elusive Bob-omb back inside and wake him up (you'll have to give it several tries).

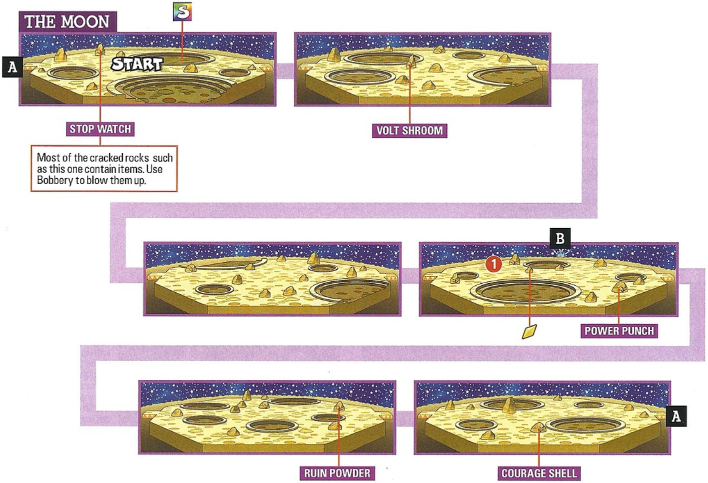
3 SPACE RACE

Talk to the mayor again and follow him west. He'll lower you into the cannon and blast you to the moon. Considering most of the Bob-ombs speak with Russian accents, those of you who grew up in the '60s may feel a bit nervous when you see the enormous weapon rise from a silo. Resist the urge to hide under a desk and tuck your head between your legs.

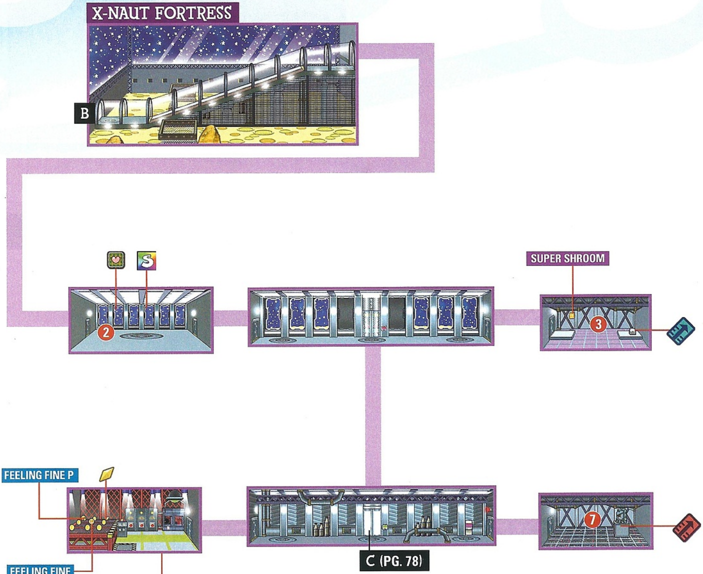
THE MOON & X-NAUT FORTRESS

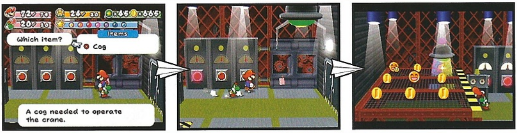
AFTER SOMETHING OF A ROUGH LANDING, YOU'LL FIND YOURSELF ON THE MOON. THE REDUCED GRAVITY ON THE SURFACE ENABLES YOU TO JUMP HIGHER, BUT IT ALSO SLOWS YOU DOWN, MAKING IT MORE DIFFICULT TO EVADE ENEMIES.

ENEMIES	HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.
ELITE X-NAUT	10	5	1	98	MOON CLEFT	6	5	5	102	YUX	3	2	0	106
MINI-X-YUX	1	0	0	102	X-NAUT	4	3	0	106	Z-YUX	7	4	0	106
MINI-YUX	1	0	0	102	X-NAUT PhD	9	4	0	106					
MINI-Z-YUX	2	0	0	102	X-YUX	10	3	1	106					


THE MOON
S
A
START
STOP WATCH
VOLT SHROOM
B
1
POWER PUNCH
RUIN POWDER
COURAGE SHELL
A

Most of the cracked rocks such as this one contain items. Use Bobbery to blow them up.


X-NAUT FORTRESS
B
SUPER SHROOM
2
3
FEELING FINE P
FEELING FINE
7
C (PG. 78)

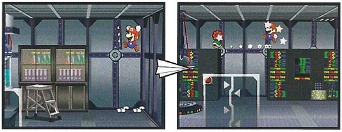


Which item?

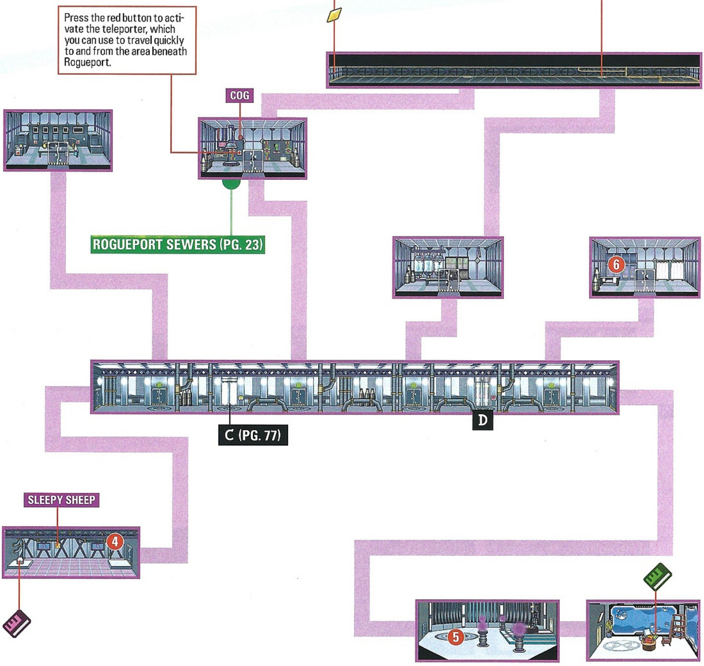
Cog

A cog needed to operate the crane.

To activate the crane, insert the Cog (see page 78) in the machine on the right, then press the red buttons in the following order: left, right, middle. Afterward, you can operate the crane from the nearby terminal. Hold A to move it left then B to move it toward the background.

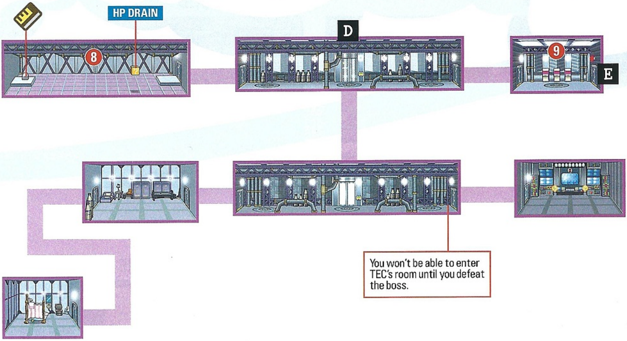


Spring-Jump through the open vent in the room below to access the air duct. Head all the way to the left to find a Star Piece, then slip through the middle-left vent and use Koops's Shell Toss to snag the Cog.

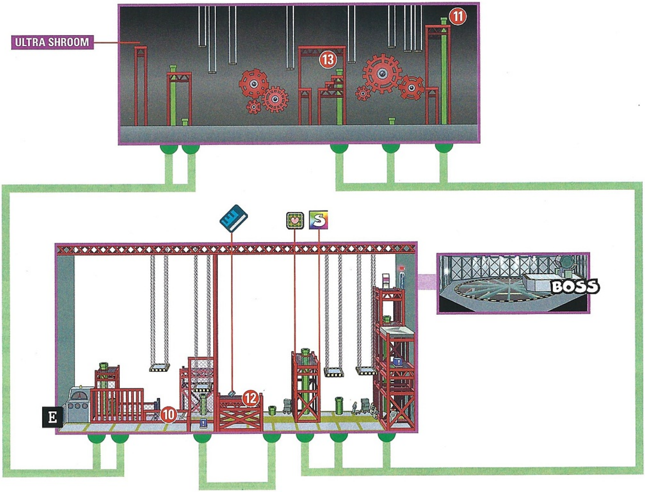


Press the red button to activate the teleporter, which you can use to travel quickly to and from the area beneath Rogueport.

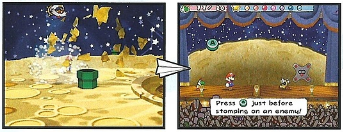
COG
ROGUEPORT SEWERS (PG. 23)
6
C (PG. 77)
D
SLEEPY SHEEP
4
5


HP DRAIN
8
D
9
E

You won't be able to enter TEC's room until you defeat the boss.


ULTRA SHROOM
11
13
E
10
12
BOSS

① MOONWALKER

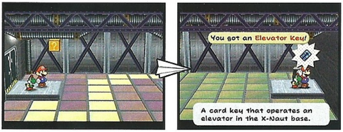

Press Ⓐ just before stomping on an enemy!

To reach the building in the background, blow up the cracked rock at point 1 and jump down the warp pipe. You can continue east first to retrieve the remaining items on the moon's surface, but they're not really worth it considering all the enemies you'll have to contend with.

② WHY NAUT?

A pair of Elite X-Nauts will attack you when you walk through the door at the top of the escalator. You won't be able to flee from the battle, but they shouldn't give you much trouble. Afterward, you and your partner will deduce that you're inside the X-Naut Fortress.

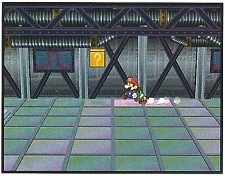
③ FOLLOW THE LIGHT


You got an Elevator Key!

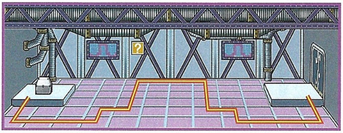
A card key that operates an elevator in the X-Naut base.

When you enter the chamber at point 3, some of the floor panels will light up. Memorize the pattern and follow it to the treasure chest on the other side of the room (you'll be electrocuted if you step on one of the panels that didn't illuminate). You'll deactivate the security system when you take the Elevator Key, so if the lit panels didn't lead you beneath the ? Block, you can nab the Super Shroom from it on the way out.

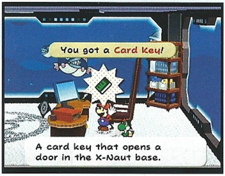
④ LINE DRAWING



Insert the key in the elevator control panel and descend to sublevel 2. Head left and enter the door at the end of the hall. The panels on the floor won't illuminate, but the diagram below illustrates the path you should take (there's also a diagram posted in the background, but it's tough to make out). Inside the treasure chest you'll find a red Card Key.



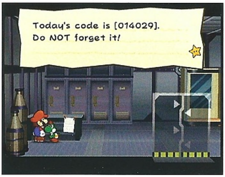
⑤ OFFICE RAID


You got a Card Key!

A card key that opens a door in the X-Naut base.

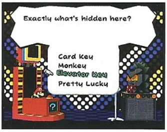
The door at the right end of the hall leads to Sir Grodus's quarters. Deal with the X-Yux inside as you see fit (it spawns two Mini-X-Yux at the end of each turn, so we recommend you try to avoid it), then enter Grodus's office and grab the green Card Key from his desk.

⑥ DIDN'T YOU GET THE MEMOS?


Today's code is [014029]. Do NOT forget it!

Two notes are posted in the locker room at point 6. The white one describes how to activate a switch (left, right, middle) and the pink one shows an access code (014029). That information will come in handy momentarily.

⑦ THE 66th ANNUAL QUIRK QUIZ


Exactly what's hidden here?

Card Key
Monkey
Elevator Key
Pretty Lucky

Take the elevator to sublevel 1 and input the aforementioned access code (014029) at the terminal to your right. Enter the room, talk to the metallic Thwomp and choose to "Challenge this chump!"

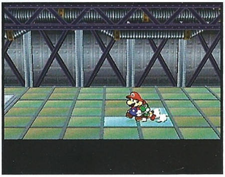
Win this fight and I'll give you the Elevator Key anyway... but what are the chances?

Answer five of the Thwomp's questions correctly (see below) to win the red Elevator Key. If you get three of the questions wrong for some reason (i.e., you can't read), you'll have to fight a pair of X-Yux for the key.

QUESTIONS & ANSWERS

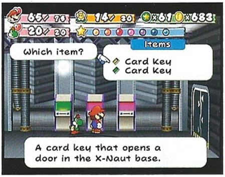
1. What is hidden here?	ELEVATOR KEY
2. What's the name of the girl who's waiting for Koops's return?	KOOPIE KOO
3. How many total feet do a Goomba, Lava Bubble, Buzzy Beetle and Boo have?	6
4. Where was the Diamond Star?	HOOKTAIL'S BELLY
5. What was the name of the first Glitzville arena champion?	PRINCE MUSH
6. What did Francesca and Frankie lose on Keelhaul Key?	A RING
7. What number question is this?	NUMBER SEVEN

8 ELECTRIC BOOGALOO



Use your new key to take the elevator marked D on the map to sublevel 3. Enter the door at the left end of the hall and follow the illuminated floor panels to the treasure chest on the other side of the room. Unlike before, you must actually walk on the panels while they're lit to avoid being electrocuted. Your reward for making it across is a yellow Card Key.

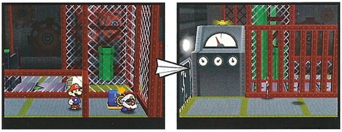
9 SHOW YOUR CARDS

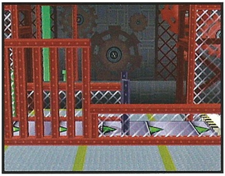


A card key that opens a door in the X-Naut base.

You'll find three Card Key terminals in the room at the other end of the hall. Swipe your cards in the following order, from left to right: red, yellow, green. When you've swiped all three, you can proceed through the door to the next area.

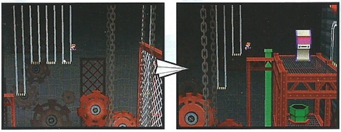
10 CONVEY YOURSELF





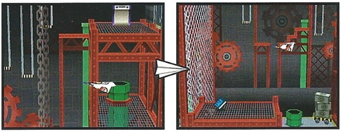
Throw Bobbery over the fence to activate the blue ! Switch and turn on the conveyor belt. Slip through the bars in Paper mode to stand on the belt, then sink into the floor with Vivian to get past the barrier.

11 PIPE DOWN



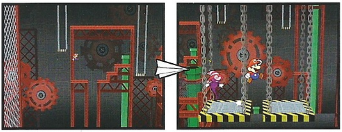
Ride the lift at the end of the conveyor belt to the platform overhead, then hop onto another lift and jump down the tall warp pipe to your left. When you emerge in the background, jump across the lifts and rotating cogs to the super-tall warp pipe at point 11. (Before you jump onto the first set of cogs, you can ride the lifts to an Ultra Shroom. Refer to the map for its exact location.)

12 FLYING PLUMBER

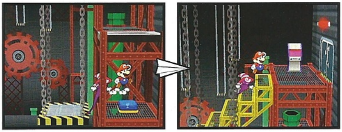


Take off from the paper-airplane panel and fly to the platform where the blue Card Key is. Jump to the floor and replenish your health if need be, then save your game and head down the nearest warp pipe. Ride the lift at the end of the conveyor belt again and return to the background.

13 STAIRWAY TO THE X-NAUTS' DOOM



Make your way to the warp pipe at point 13 and jump down it to reemerge in the foreground. Step out onto the adjacent lift, then jump on the lift to your right and ride it to the blue ! Switch beneath the paper-airplane panel.

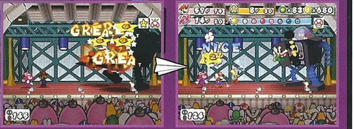


When you hit the ! Switch, a stairway leading to the boss's chamber will unfold. Insert the Card Key in the terminal at the top of the stairs to unlock the door. If the X-Nauts were counting on an elaborate system of platforms and warp pipes to stop Mario, they obviously hadn't gotten word of his travails with a certain tie-wearing ape.

BOSS:
MAGNUS VON GRAPPLE 2.0

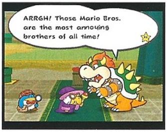
HP	ATTACK	DEFENSE
70	6	2

The Crystal Star-powered Magnus von Grapple 2.0 is quite a bit more powerful than the robot's previous incarnation. As before, the boss will detach both its fists after you've done a bit of damage. Each one strikes independently, and the body continues to attack as well. When you've depleted half its health, the boss will start to suck up members of the audience and use them as ammunition for his rapid-fire cannon. Hit A in a quick rhythm to guard, but don't just hammer on the button.



Use Vivian's Fiery Jinx or Yoshi's Stampede to destroy both of 2.0's fists as soon as they detach. They'll eventually regenerate, but you'll get a brief respite from their assaults. Also, save your Star Power for a Sweet Feast—chances are you'll need to replenish your HP before the battle's over.

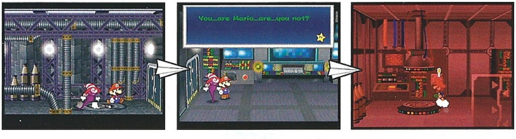
BOWSER'S EVENT



ARRGH! Those Mario Bros. are the most annoying brothers of all time!

In the final Bowser event (awww!), the only thing you have to do is examine the lock on the entrance to the Poshley Sanctum. That will trigger a cut scene in which the penguin with the improbably large brain meets the Koopa King with the impressively sharp teeth. There's also a thinly veiled shot at Luigi, which we wholly disapprove of.

ESCAPE THE FORTRESS

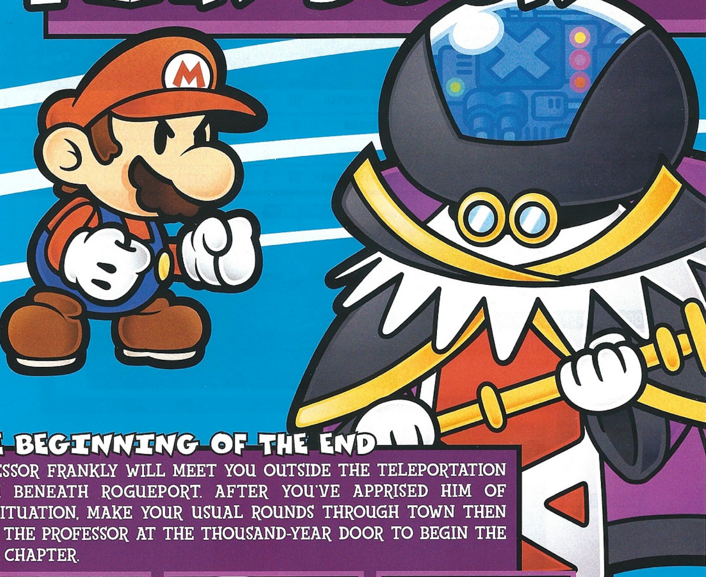


You...are Mario...are...you not?

Before you return to Rogueport, take the elevator to sublevel 4. Head right and open the door at the end of the hall to enter TEC's room. The computer will divulge Princess Peach's location and instruct you to escape via the teleporter on sublevel 2 (see the map on page 78).

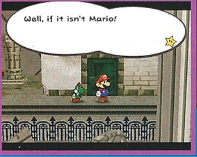
CHAPTER 8

THE THOUSAND-YEAR DOOR

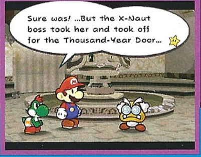


THE BEGINNING OF THE END

PROFESSOR FRANKLY WILL MEET YOU OUTSIDE THE TELEPORTATION ROOM BENEATH ROGUEPORT. AFTER YOU'VE APPRISED HIM OF THE SITUATION, MAKE YOUR USUAL ROUNDS THROUGH TOWN THEN MEET THE PROFESSOR AT THE THOUSAND-YEAR DOOR TO BEGIN THE FINAL CHAPTER.

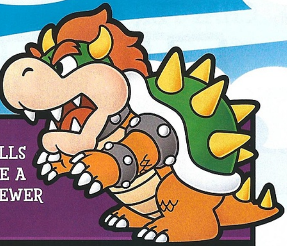


Well, if it isn't Mario!



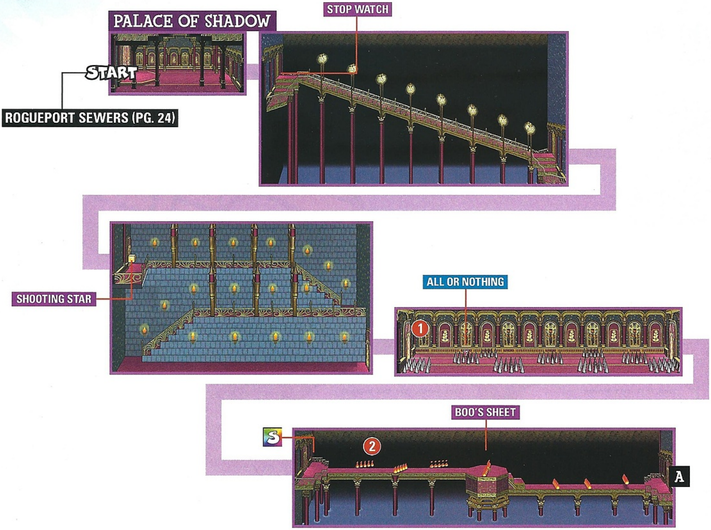
Sure was! ...But the X-Naut boss took her and took off for the Thousand-Year Door...

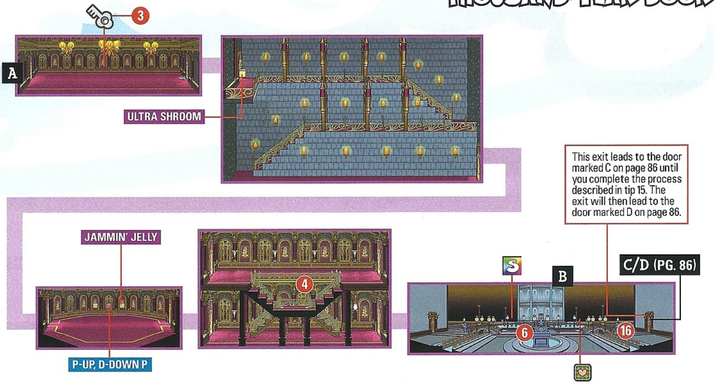
PALACE OF SHADOW



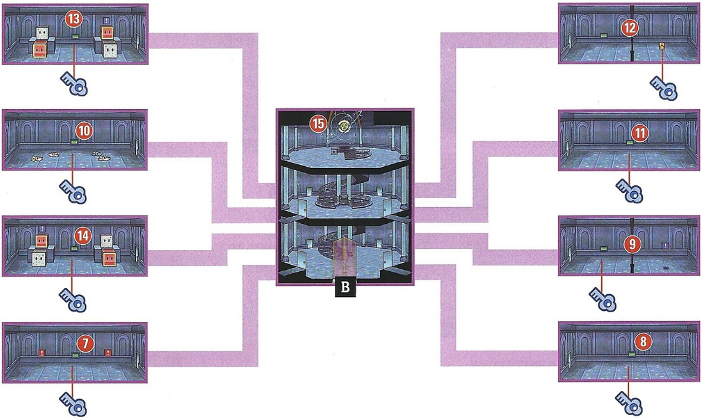
THE PALACE OF SHADOW WILL PUT ALL OF YOUR SKILLS AND PARTNERSHIPS TO THE TEST. IT ALSO SEEMS TO BE A HOT SPOT AMONG MARIO'S ENEMIES—YOU'LL FACE NO FEWER THAN FIVE BOSS BATTLES BY THE END.

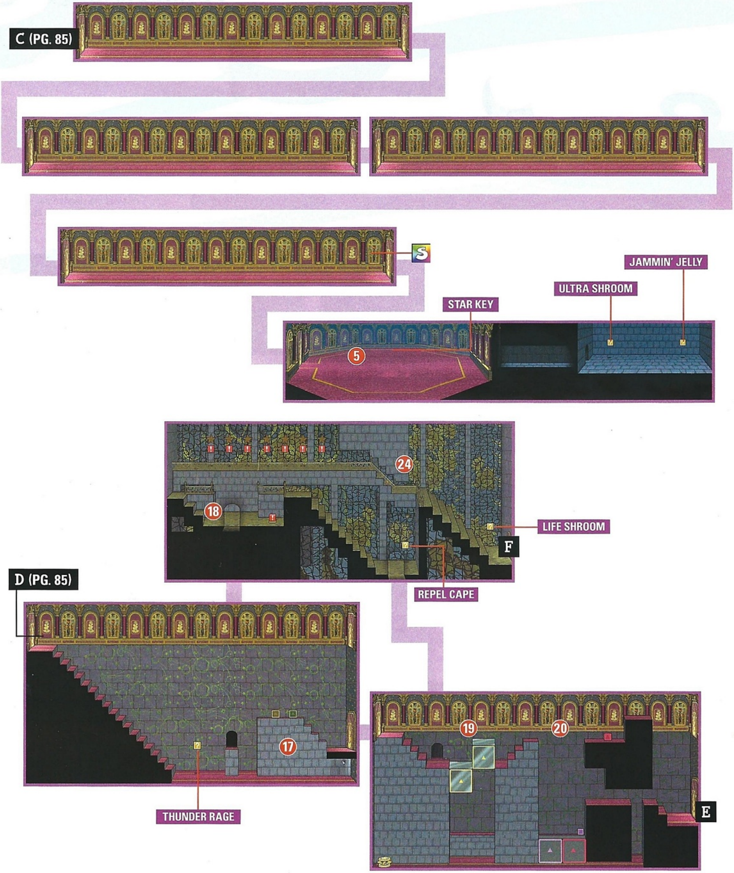
ENEMIES	HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.
B. BILL BLASTER	10	—	4	94	DARK WIZZERD	10	5	2	98	RED BONES	5	3	1	104
BOMBSHELL BILL	3	6	2	95	DRY BONES	8	5	2	98	SWOOPULA	9	4	0	106
CHAIN CHOMP	7	6	5	96	DULL BONES	1	2	1	98					
DARK BONES	20	5	2	97	PHANTOM EMBER	10	5	0	103					

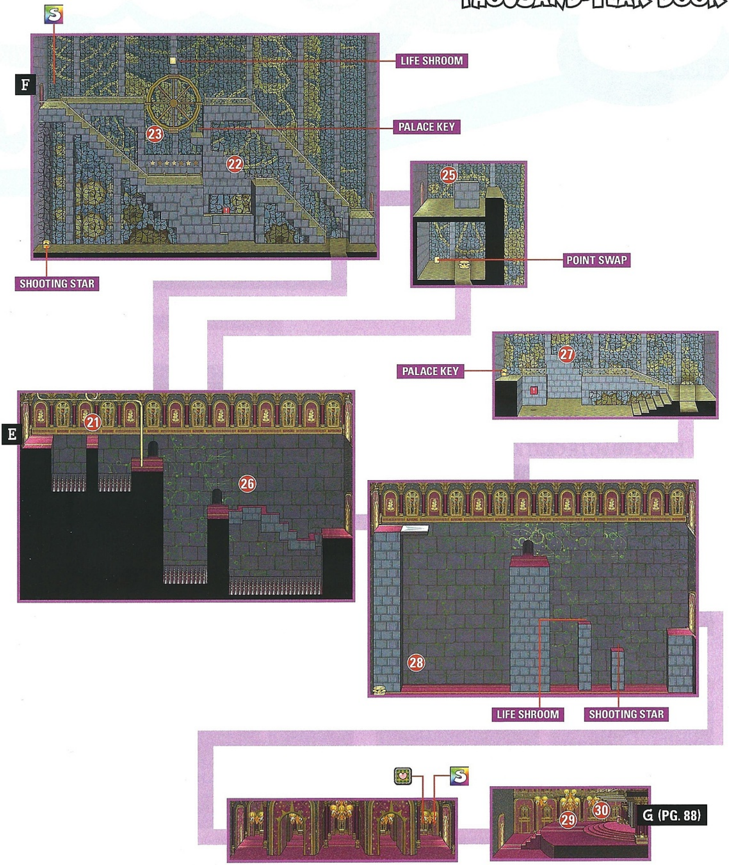

PALACE OF SHADOW
STOP WATCH
START
ROGUEPORT SEWERS (PG. 24)
SHOOTING STAR
ALL OR NOTHING
1
BOO'S SHEET
S
2
A

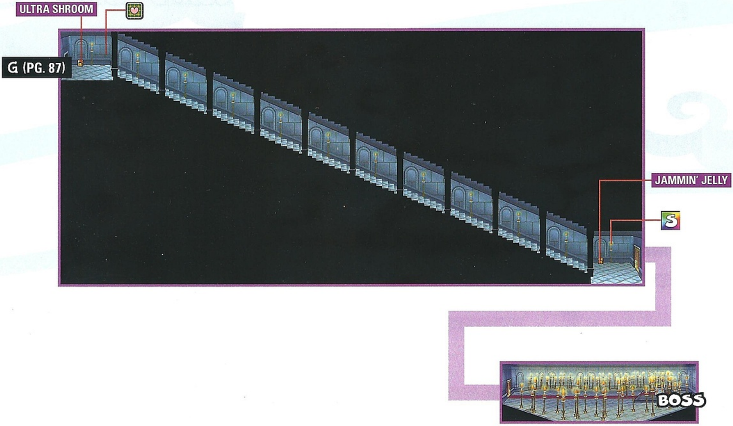

3
A
ULTRA SHROOM
JAMMIN' JELLY
4
P-UP, D-DOWN P
S
B
C/D (PG. 86)
6
16

This exit leads to the door marked C on page 86 until you complete the process described in tip 15. The exit will then lead to the door marked D on page 86.

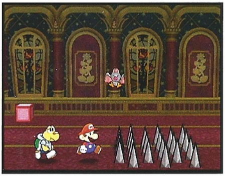

13
12
10
15
11
14
9
7
8
B


C (PG. 85)
S
JAMMIN' JELLY
ULTRA SHROOM
STAR KEY
5
24
18
LIFE SHROOM
F
REPEL CAPE
D (PG. 85)
17
THUNDER RAGE
19
20
E


F
LIFE SHROOM
PALACE KEY
23
22
SHOOTING STAR
25
POINT SWAP
PALACE KEY
27
E
21
26
28
LIFE SHROOM
SHOOTING STAR
29
30
G (PG. 88)

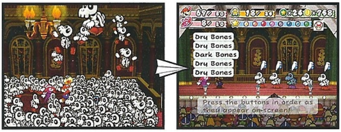


1 PROCEED WITH CAUTION



Spikes will rise from the floor as you advance through the hall at point 1. To avoid them, either walk very slowly (they'll pop up in front of you before you step on them) or refer to the map on page 84 to see where they are.

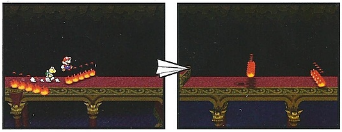
3 SKELETON CREW



Press the buttons in order as they appear on-screen!

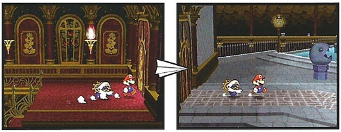
When you examine the Dark Bones in front of the door, it will run away and hundreds of Dry Bones will flood the room (similiar to what happened in Hooktail Castle). Use your hammer to clear a path, and follow the Dark Bones through the crowd. You'll need to initiate a battle with it and emerge victorious to get your hands on the key.

2 TRIAL BY FIRE



The rotating flames on the walkway will put Mario's legendary jumping ability to the test. Before you go down the stairs, you can grab a Boo's Sheet from an invisible block directly above the small brown platform. To get past the oncoming flames that follow, jump over the low ones and use Vivian to duck beneath the high ones.

4 FOLLOW THE TORCH

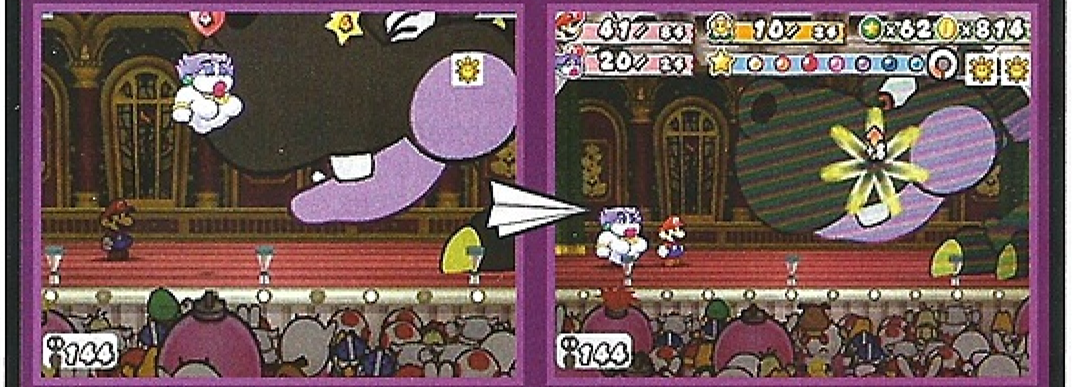


The room at point 4 is like a maze—it will repeat indefinitely unless you exit through the correct door on the right (the doors on the left will return you to the previous room). The secret is to always choose the door on the floor that has a lit torch. To make it even easier for you, we've noted the correct order: bottom, bottom, top, top, bottom, top, bottom.

5 GLOOMTAIL

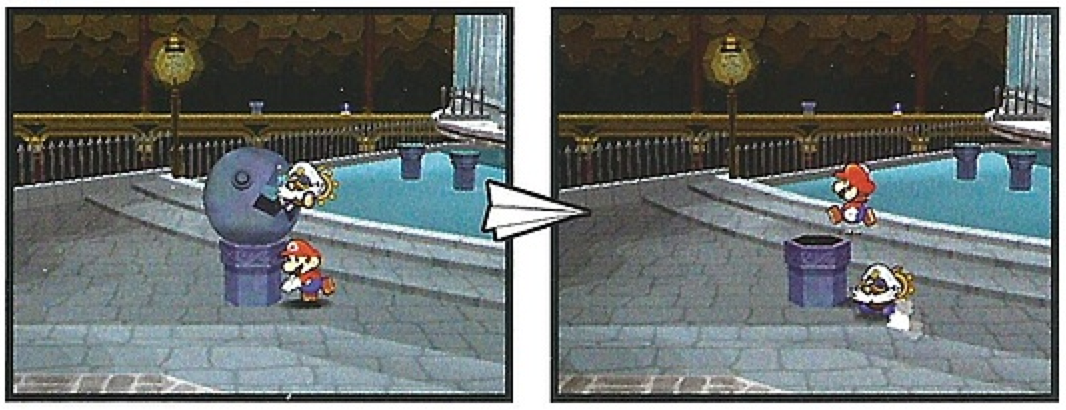
HP 80   ATTACK 8   DEFENSE 2

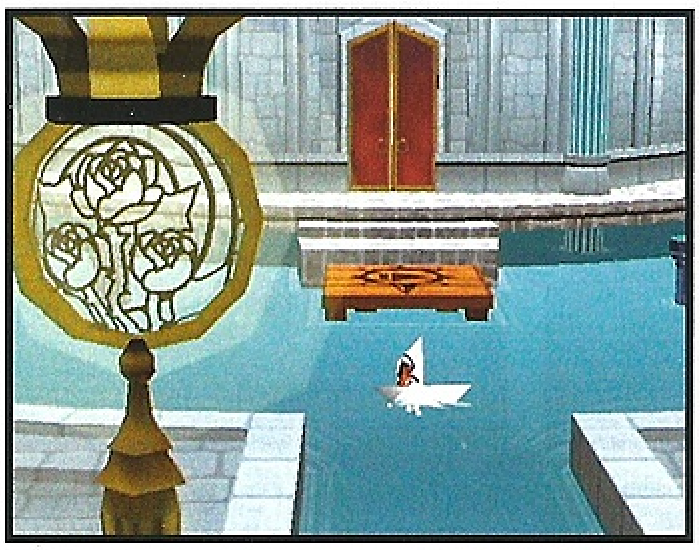
Follow the map to Gloomtail's lair at point 5 (see page 86). At the beginning of the battle, the boss will behave in much the same way as his little sister, Hooktail. As you deplete his health, however, he'll add a couple of new attacks. First, he'll leap into the air and come down hard. As soon as he lands, press the A Button to guard. Later, he'll occasionally raise his attack power. When he does, hit him with Mario then use Vivian's Veil ability to take cover—you don't want to be on the receiving end of the Megabreath that follows.



Gloomtail's breath is poisonous, so equip the Feeling Fine badge if you have it. Also, keep in mind that emerging from Vivian's Veil constitutes your turn. Gloomtail will attack immediately afterward, so keep your HP in double digits.

6 DOWN THE HATCH



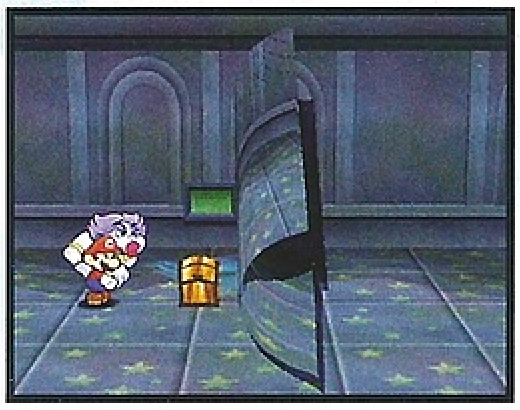


Once you've expelled the Star Key from Gloomtail's gullet, return to the fountain and toss Bobbery into the maws of the two Chomp statues. Jump down the warp pipes and hit the blue ! Switches in the background to unfold a pair of boat panels, which you can use to sail to the nearby building.

7 THREE AND TWO

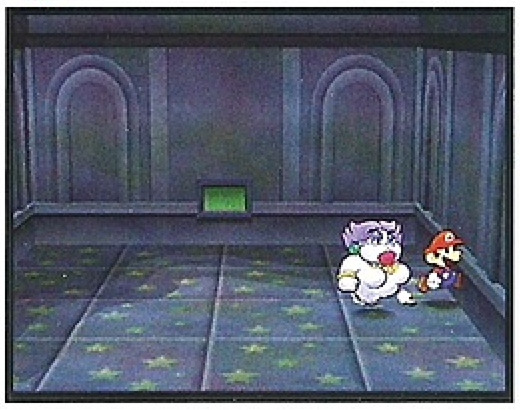
Your next objective is to gather eight Palace Keys. You can collect them in any order, but we'll start with the room at point 7. Hit the red ! Block on the left three times, then hit the block on the right twice. The treasure chest that materializes contains your first key.

8 WIND POWER



To reveal the treasure chest beyond the first door to your right, face the middle of the room and use Flurrie's Gale Force to blow away a piece of paper acting as an invisible barrier.

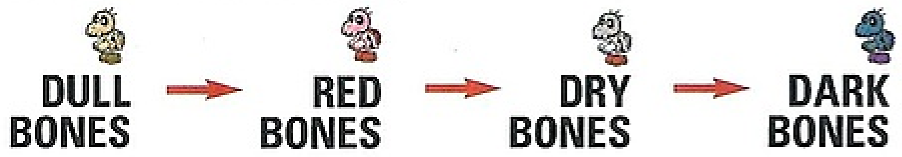
9 THE WALL THAT WASN'T THERE



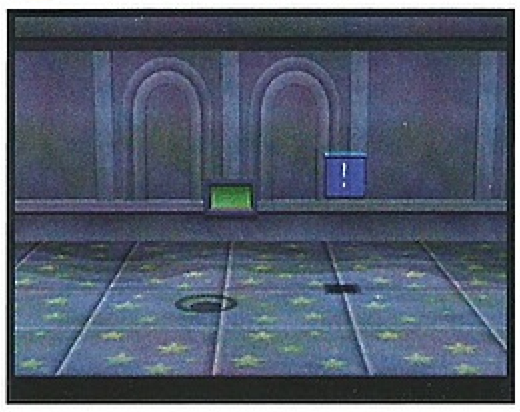
You can just walk through the right-hand wall in the room at point 9 (no paper tomfoolery or explosives required). Bop the blue ! Block on the other side to summon the treasure chest.

10 BONEYARD

Head upstairs and enter the first door on the left. Defeat all four skeletons in order from weakest to strongest (as listed below), then hit the blue ! Block that appears to earn another Palace Key.

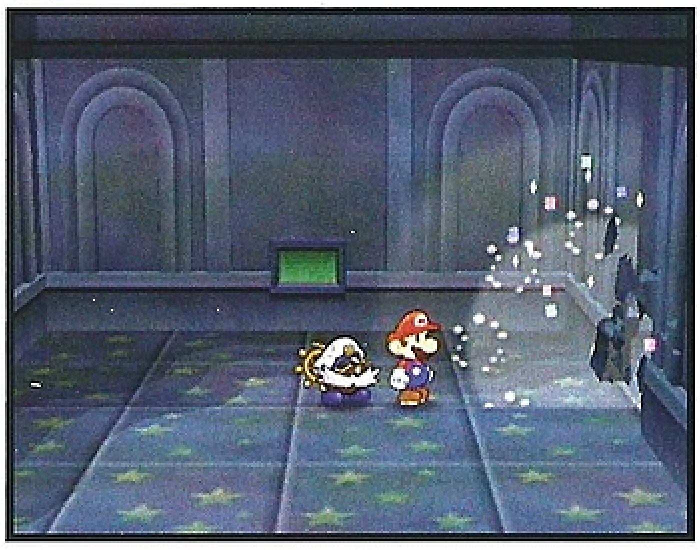


11 BASHFUL BLOCK



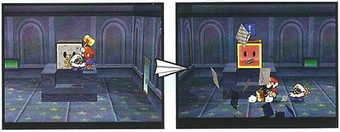
In the room at point 11, pull yourself into the shadows with Vivian. Memorize the location of the blue ! Block that reveals itself, because it will disappear when you reemerge.

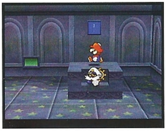
12 THE WALL THAT GOT BLOWED UP



Throw Admiral Bobbery at the right-hand wall in the room at point 12. The resultant hole in the uncracked wall is a testimony to the mustachioed Bob-omb's devastating firepower. Step through and collect another Palace Key.

⑬ ⑭ BLOCKS CONNECTED BY FATE





The blocks in rooms 13 and 14 are linked. If you smash a gray block in one of the rooms, you'll also destroy the red block at the corresponding location in the other room. Bash the gray blocks on the floor in each area, then pulverize the ones on the pedestals. Afterward, hit the blue ! Block in each room to obtain your final two Palace Keys.

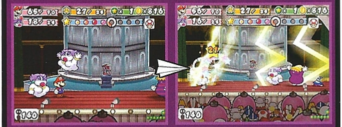
⑮ THE KEYMASTER

You and your partner will have no idea what the enormous device on the top floor does, so naturally the best course of action is to turn it on (it's not like you're in an ancient palace of demonic evil or anything). Place the Star Key in the stone pedestal, then insert a Palace Key into each pillar that arises (the order doesn't matter).

⑯ BELDAM, MARILYN AND DOOPLISS

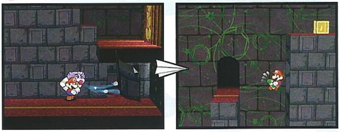
BELDAM	HP 30	ATTACK 5	DEFENSE 0
MARILYN	HP 40	ATTACK 7	DEFENSE 0
DOOPLISS	HP 40	ATTACK 7	DEFENSE 0

Beldam, Marilyn and Doopliss will ambush you to the east of the fountain—save your progress before you head over there. Beldam has a variety of status-affecting techniques, and her blizzard blast can freeze both members of your party. Make her your first target, then go after Marilyn. If the big-boned Shadow Siren raises her Attack power twice, use Vivian's Veil to avoid the subsequent beatdown (Marilyn's lightning can deal 20-plus points of damage to you and your partner). Doopliss doesn't pose much of a threat, so save him for last.



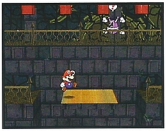
The crafty shape-shifter can transform into either you or your partner (he'll switch throughout the battle), and he's more apt to use your special attacks than he was during your previous encounter. Nevertheless, he's far less dangerous than either of the Shadow Sirens.

⑰ DYNAMIC DUOS



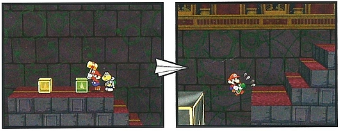
Walk down the stairs and use Flurrie's Gale Force at the far end of the hall to uncover a tunnel. Follow it up and to your left behind the wall, then ride Yoshi to the next ledge and head through the door.

⑱ HOLD, PLEASE



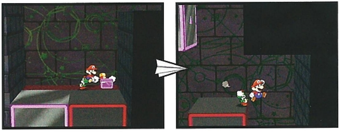
Hold Koops next to the red ! Block and stand at the edge of the landing atop the stairs to your left. When you release Koops, a panel will slide out from the wall to fill the gap—quickly jump across, then go down the stairs and into the next room.

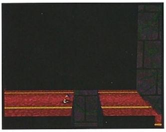
⑲ BLOCK BE GONE



Step through the door on your left, then carefully climb the stairs and pound the small green block. When you return to the previous room, the large green block that was standing in your path will be gone. Hop on Yoshi and float across the gap to a set of stairs.

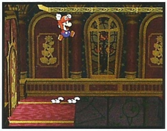
⑳ RISE AND FALL





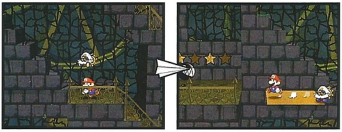
Climb to the top of the stairs and fall to your right. Hammer the small purple block below, then step on the large one quickly before it starts to rise. At the top, ride Yoshi across the gap to your right and hit the small red block, then hold Koops next to it. When the large red block rises, stand on it and release Koops. As the block falls, jump into the opening to your right, then roll into a tube and hop across the gap between you and the door marked E.

21 CROSS THE GAP



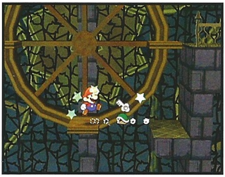
Yoshi doesn't have quite enough in him to carry Mario's ample frame past the spikes at point 21, so do a Spring Jump and shimmy across the poles instead (the yellow lines on the carpet indicate where you should leap from).

22 LOOK OUT BELOW



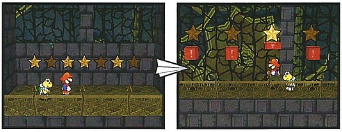
Climb the stairs and throw Admiral Bobbery from the edge of the landing. When he explodes, he'll trigger the red ! Switch below, and a panel will protrude from the wall in front of you. As you jump across the gap, watch out for the Chain Chomp on the other side. The stars on the wall will be important later, but because you bought this guide, you needn't trouble yourself with memorizing the pattern.

23 WHEEL OF FORTUNE



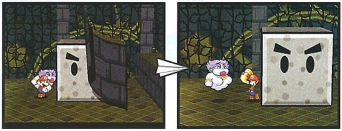
Ascend the rest of the stairs, turn right and jump onto the platform at the bottom of the large brown wheel. Use Koops to nab the white Palace Key, then drop back down and unlock the door at the top of the stairs.

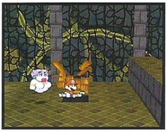
24 STAR BRIGHT



Roll into a tube to hop up the last few stairs, then hit only the red ! Blocks that are in the same positions as the stars that were illuminated in the previous area. If you don't remember the pattern, you're screwed. We kid! From right to left, hit the second, fourth, fifth and seventh blocks.

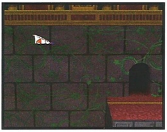
25 A SMASHING GOOD TIME





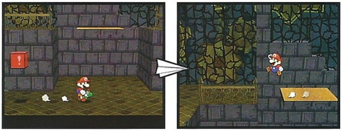
If you triggered the red ! Blocks correctly, the brown wheel will start to move. Ride it to the other set of stairs and make your way to point 25. Use Flurrie to blow the cover off the large block, then wind up and smash it with your hammer to reveal a wooden panel. Execute a Spin Jump to smash through the panel and drop to the room below. Stand on the Coin Block and jump to reach a Point Swap.

26 SHORT FLIGHT



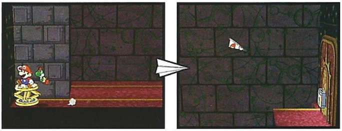
Carefully navigate the narrow walkway and enter the door to your right. From the paper-airplane panel, fly to the exit in the middle of the room. (You can keep soaring to nab the Life Shroom and Shooting Star, then use the spring to get back to the paper-airplane panel.)

27 YOUR LOYAL STEED



A panel will slide out to fill the gap at point 27 when you strike the red ! Block close by. To get up the stairs before the panel retracts back into the wall, you'll need to hop on Yoshi and have him giddyap as quickly as he can.

28 FLY, FLY AWAY

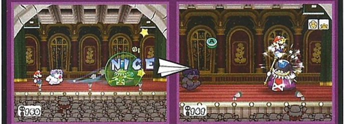


With another Palace Key in your possession, return to the paper-airplane panel via the spring in the bottom left-hand corner (watch out for Phantom Embers down there). You must then put your flight range to the test by gliding all the way to the door at the other end of the hall.

29 GRODUS

	HP	ATTACK	DEFENSE
GRODUS	50	7	1
GRODUS X	3	4	0

You'll have to fight the next two bosses one right after the other, so be sure to bring plenty of healing items. Try to enter the battle with around 80 Star Points, if possible, so you can level up and replenish your stats before you face Bowser. Grodus starts the battle with four Grodus Xs that surround him in a force field. If you destroy one of the Xs, the force field will break, but each of the remaining satellites will give the boss a +1 Defense boost. Grodus himself uses magic attacks that can hurt both you and your partner, freeze you or stop time.

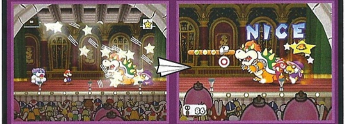


Grodus can regenerate two Grodus Xs per turn, but it's worth taking them out to lower his Defense and to avoid their attacks. Use a move that damages multiple foes at once to destroy the satellites, then have your other character work on Grodus. Multibounce is a nice and cheap, if difficult, option, but Flurrie's Gale Force works well, too.

30 BOWSER AND KAMMY KOOPA

	HP	ATTACK	DEFENSE
BOWSER	70	7	2
KAMMY KOOPA	50	5	0

Bowser and Kammy Koopa won't give you a moment to recuperate; heal at the beginning of the battle, if need be. Bowser follows roughly the same pattern as he did in the Glitzville arena. His bite is sometimes poisonous, and you may not be able to move for a while if he jumps on you. Kammy fires projectiles, and uses magic to make herself electrified or invisible, raise her ATK and DEF or restore her HP. Focus your most powerful attacks on the witch to eliminate her from the battle as quickly as possible.

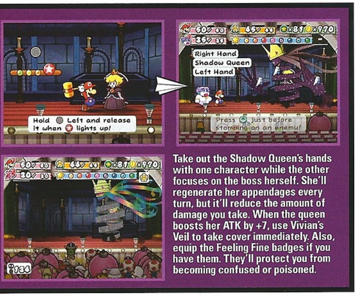


Once you defeat Kammy Koopa, remind the Koopa King of what happens when he and Mario dance. His attacks can do quite a bit of damage, but you should be used to them from your grudge match in Glitzville. Don't be afraid to use items or Sweet Feast if you need to heal. You'll be able to replenish your stats and supplies before you confront the final boss.

BOSS: SHADOW QUEEN

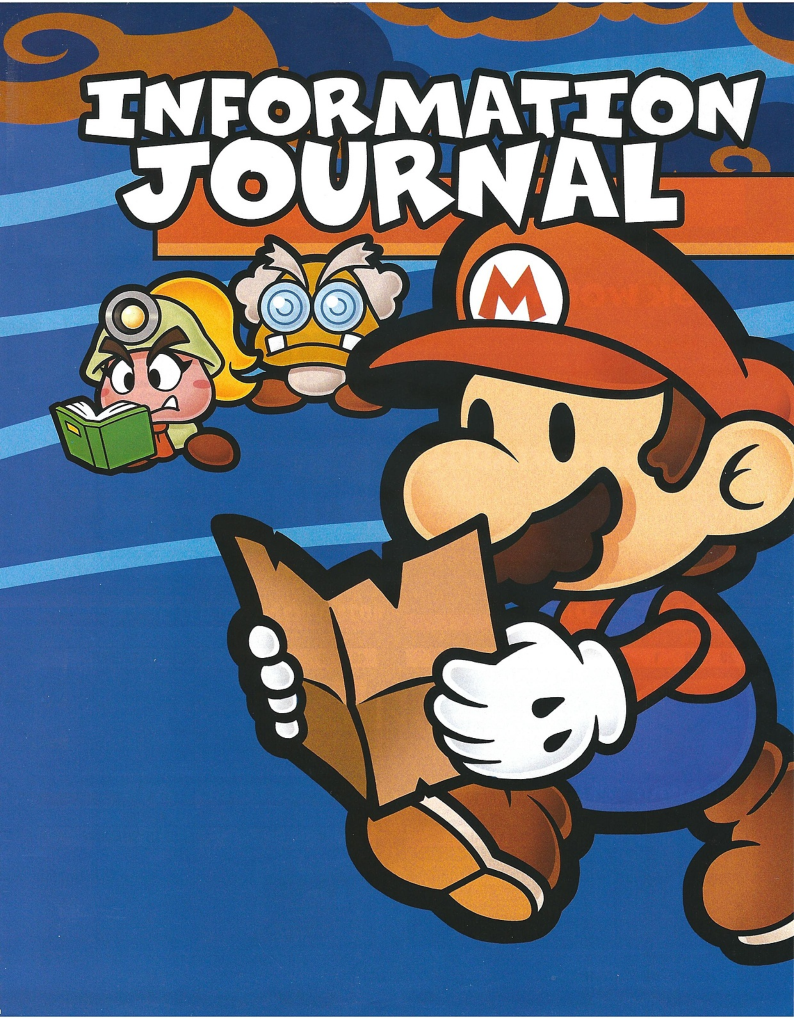
HP	ATTACK	DEFENSE
150	7	0

When the Shadow Queen asks if you wish to become her servant, answer "no," or the game will end. At the beginning of the battle, her evil highness can hit you with a quick lightning strike, boost her ATK and DEF or pull you into the shadows for three successive strikes. After you deplete about half of her HP, she'll change into a much more frightening form with two large hands that act independently (they'll either slap you or absorb some of your HP). Occasionally, she'll swap out her hands with a bevy of appendages that emerge from the floor and can hit you three or four times per onslaught. She'll also add various status-affecting breath attacks to her arsenal. Keep hitting her for the next three rounds—she won't take any damage, but you'll trigger a cut scene in which both she and your party completely recover their strength. Afterward, you'll be able to hurt her again.

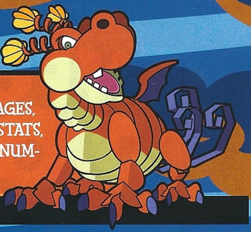

Hold Left and release it when lights up!
Right Hand
Shadow Queen
Left Hand
Press just before stomping on an enemy!
134

Take out the Shadow Queen's hands with one character while the other focuses on the boss herself. She'll regenerate her appendages every turn, but it'll reduce the amount of damage you take. When the queen boosts her ATK by +7, use Vivian's Veil to take cover immediately. Also, equip the Feeling Fine badges if you have them. They'll protect you from becoming confused or poisoned.

INFORMATION JOURNAL



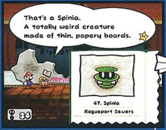
TATTLE LOG



MARIO'S FOES ARE MANY AND VARIED. ON THE FOLLOWING PAGES, WE'VE LISTED EVERY ENEMY ALPHABETICALLY WITH ITS STATS, THE LOCATION OF ITS FIRST APPEARANCE, ITS TATTLE LOG NUMBER AND A BRIEF DESCRIPTION PROVIDED BY GOOMBELLA.

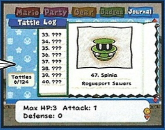
BOOK WORM

When you use Goombella's Tattle on an enemy during a fight, she'll look it up in her book and add the baddie to your Tattle Log. You can then reference her findings at any time via the Journal option in the Start menu. Once you've Tattled on an enemy, its HP bar will always appear beneath it during battle.



That's a Spinia.
A totally weird creature made of thin, papery boards.

47. Spinia
Roguepoint Sewers



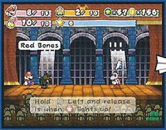
33. ???
34. ???
35. ???
36. ???
37. ???
38. ???
39. ???
40. ???

47. Spinia
Rogueport Sewers

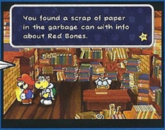
Max HP:3 Attack: 1
Defense: 0

LOST KNOWLEDGE

If you've missed the opportunity to Tattle on an enemy (you'll fight most bosses only once, for example), you can still add it to your Tattle Log. Just search the yellow trash can in Professor Frankly's house once you've vanquished the foe. An entry will appear in the trash only if you can never fight the enemy again.



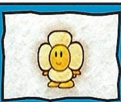
Hold Left and release it when lights up!



You found a scrap of paper in the garbage can with info about Red Bones.

#061 AMAZY DAYZEE

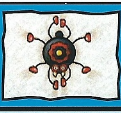
HP	ATK	DEF	LOCATION
20	20	1	TWILIGHT TRAIL



A mystical Dayzee that's almost never seen. Since it has so many HP, and because it's so quick to run away, this creature is almost impossible to beat.

#063 ARANTULA

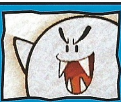
HP	ATK	DEF	LOCATION
16	7	0	PIT OF 100 TRIALS



A spiderlike creature that lives deep underground and spits web-wads. Its coloring is intimidating, but don't worry; it's not poisonous.

#072 ATOMIC BOO

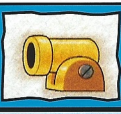
HP	ATK	DEF	LOCATION
40	4	0	CREEPY STEEPLE



A massive creature made up of countless Boos. It attacks by breaking apart and sending out hundreds of Boos.

#093 B. BILL BLASTER

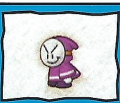
HP	ATK	DEF	LOCATION
10	0	4	PALACE OF SHADOW



A much tougher Bill Blaster. It's really strong, but if you don't beat it, it'll keep shooting Bombshell Bills.

#046 BADGE BANDIT

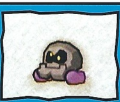
HP	ATK	DEF	LOCATION
12	5	0	PIT OF 100 TRIALS



A Bandit who steals badges. His HP and Attack are high. Use your Guard well to keep your badges!

#077 BALD CLEFT

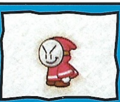
HP	ATK	DEF	LOCATION
2	1	2	SHHWONK FORTRESS



Basically a rock monster with a swarthy-looking face. It attacks by charging and is impervious to fire.

#044 BANDIT

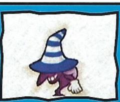
HP	ATK	DEF	LOCATION
5	2	0	GLITZVILLE



A petty thief that charges at people and tries to steal coins. If you guard well, though, he can't steal a thing!

#121 BELDAM

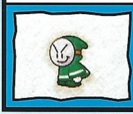
HP	ATK	DEF	LOCATION
9/30	1/5	0	BOGGLY WOODS



Leader of the three Shadow Sirens. She'll throw all sorts of magic at you and has a very unpleasant disposition.

#045 BIG BANDIT

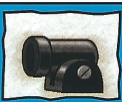
HP	ATK	DEF	LOCATION
8	3	0	GLITZVILLE



A Bandit boss that steals items as well as coins. Guard when he charges at you to hold onto your goods!

#091 BILL BLASTER

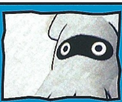
HP	ATK	DEF	LOCATION
5	—	2	PIRATE'S GROTTO



A large black cannon that shoots Bullet Bills. Unknown whether it is alive or not.

#098 BLOOPER

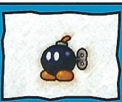
HP	ATK	DEF	LOCATION
12	1	0	ROGUEPORT SEWERS



A giant, squidlike thing that attacks with its ink and tentacles. Based on its dialect, it may come from the western sea.

#086 BOB-OMB

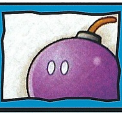
HP	ATK	DEF	LOCATION
4	2	1	GLITZVILLE



A round bomb soldier that gets furious when damaged and attacks by charging and then exploding.

#088 BOB-ULK

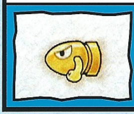
HP	ATK	DEF	LOCATION
10	4	2	PIT OF 100 TRIALS



A really, really big Bob-omb that explodes after 4 turns. Take it out before then or you'll be peeling your lips off the ceiling!

#094 BOMBSHELL BILL

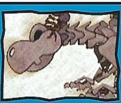
HP	ATK	DEF	LOCATION
3	6	2	PALACE OF SHADOW



A souped-up Bullet Bill. It'll hit you hard if you don't take it out first. Its HP are low, so do it quickly!

#101 BONETAIL

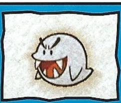
HP	ATK	DEF	LOCATION
200	8	2	PIT OF 100 TRIALS



The oldest brother of Hooktail. He's just bones now. He's incredibly tough . . . Maybe even the toughest?

#071 BOO

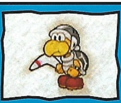
HP	ATK	DEF	LOCATION
7	3	0	CREEPY STEEPLE



A somewhat shy ghost that can make itself and its allies invisible. It may be a ghost, but it's pretty cute.

#025 BOOMERANG BRO

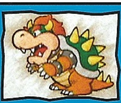
HP	ATK	DEF	LOCATION
7	2	1	GLITZVILLE



A Koopa who uses boomerangs instead of hammers. Beware of returning boomerangs!

#041 BOWSER

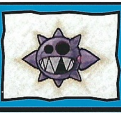
HP	ATK	DEF	LOCATION
30/70	3/7	1/2	GLITZVILLE



Mario's fated enemy, Bowser the Koopa King is a foe to be feared. His typical turf is NOT Glitzville.

#084 BRISTLE

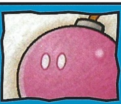
HP	ATK	DEF	LOCATION
2	1	4	SHHWONK FORTRESS



A petrified, spine-covered monster that attacks by charging at you and is impervious to fire. If you approach, its spikes will pop out and poke you.

#087 BULKY BOB-OMB

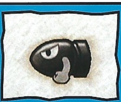
HP	ATK	DEF	LOCATION
6	2	1	PIRATE'S GROTTO



A big pink Bob-omb that explodes after 4 turns. That explosion is big, so take it out before then.

#092 BULLET BILL

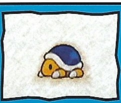
HP	ATK	DEF	LOCATION
2	4	1	PIRATE'S GROTTO



A projectile that attacks after being shot from a Bill Blaster. Take it out before it slams into you.

#031 BUZZY BEETLE

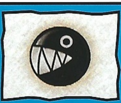
HP	ATK	DEF	LOCATION
5	3	4	CREEPY STEEPLE



It's well-protected and immune to fire or explosions, but if you flip it over, its Defense drops to zero.

#089 CHAIN CHOMP

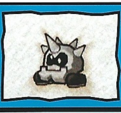
HP	ATK	DEF	LOCATION
7	6	5	PALACE OF SHADOW



It's tough to damage this creature, but it has low HP, so it's possible to take it out with one decisive blow.

#079 CLEFT

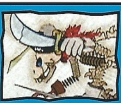
HP	ATK	DEF	LOCATION
2	2	2	SHHWONK FORTRESS



A spiky, rock-headed jerk that's impervious to fire attacks and has a solid body.

#105 CORTEZ

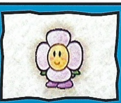
HP	ATK	DEF	LOCATION
20	4	1	PIRATE'S GROTTO



A pirate spirit who stayed in Keelhaul Key to guard his treasure.

#060 CRAZEE DAYZEE

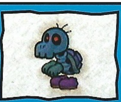
HP	ATK	DEF	LOCATION
7	2	0	TWILIGHT TRAIL



This fleet-footed flower foe is super-cute, and it sings one hypnotically sleepy lullaby.

#023 DARK BONES

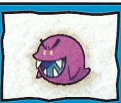
HP	ATK	DEF	LOCATION
20	5	2	PALACE OF SHADOW



It's the baddest of the Bones bunch, so its HP are really high. When its HP get down to 0, it might rise again.

#073 DARK BOO

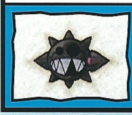
HP	ATK	DEF	LOCATION
8	5	0	POSHLEY SANCTUM



A creepy-looking Boo with high HP and Attack. Get it before it turns invisible!

#085 DARK BRISTLE

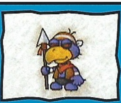
HP	ATK	DEF	LOCATION
8	8	4	PIT OF 100 TRIALS



An ancient creature made of rock. Its Defense is high. You can't jump on it because of its spikes, and you can't get close to it because of its spears.

#043 DARK CRAW

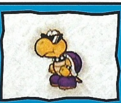
HP	ATK	DEF	LOCATION
20	6	0	GLITZVILLE



A ghastly-looking spearman that'll poke your feet if you try to stomp it when its spear is pointing up. It attacks by throwing spears or charging.

#016 DARK KOOPA

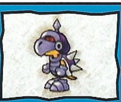
HP	ATK	DEF	LOCATION
8	4	2	PIT OF 100 TRIALS



A Koopa that prefers dark places. It has a very hard shell but you can flip it by jumping on it.

#019 DARK KOOPATROL

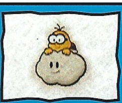
HP	ATK	DEF	LOCATION
25	5	2	GLITZVILLE



A member of the elite forces of the Koopa clan. Its pair of red eyes is its most charming feature. After charging its attacks, it deals devastating blows, so watch yourself!

#028 DARK LAKITU

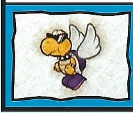
HP	ATK	DEF	LOCATION
13	5	0	PIT OF 100 TRIALS



A Lakitu on a dark cloud. It throws pipes at you that sometimes turn into Sky-Blue Spinies.

#017 DARK PARATROOPA

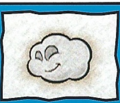
HP	ATK	DEF	LOCATION
8	4	2	PIT OF 100 TRIALS



A Paratroopa that lives in dark, damp places. It has a very hard shell, but you can flip it over by jumping on it.

#067 DARK PUFF

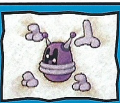
HP	ATK	DEF	LOCATION
3	2	0	BOGGLY WOODS



A thunderhead that attacks with lightning. Don't touch it when it's charged up, or you'll be in for a shock.

#095 DARK WIZZERD

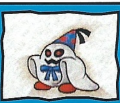
HP	ATK	DEF	LOCATION
10	5	2	PALACE OF SHADOW



A part-machine, part-organic, magic-using entity. It'll multiply itself to confuse you.

#104 DOOPLISS

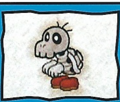
HP	ATK	DEF	LOCATION
40	4	0	CREEPY STEEPLE



A fiend who takes the shapes of Mario and friends, then attacks. Currently a member of the Shadow Sisters.

#022 DRY BONES

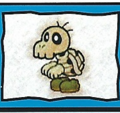
HP	ATK	DEF	LOCATION
8	5	2	PALACE OF SHADOW



A skeleton Koopa that sometimes builds friends. Even after it collapses at 0 HP, it will sometimes get back up.

#020 DULL BONES

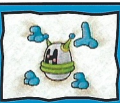
HP	ATK	DEF	LOCATION
1	2	1	HOOKTAIL CASTLE



A Koopa Troopa that became a skeleton. It throws bones to attack and builds buddies to help it fight.

#097 ELITE WIZZERD

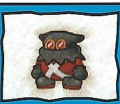
HP	ATK	DEF	LOCATION
12	8	5	PIT OF 100 TRIALS



The top of the heap for half-machine organisms. It uses various magic moves, and if it's alone, it'll create illusions of itself.

#109 ELITE X-NAUT

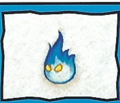
HP	ATK	DEF	LOCATION
10	5	1	X-NAUT FORTRESS



The pinnacle of the X-Naut troops, this soldier tackles and throws potions. Elite X-Nauts may be enhanced with nutrients developed by X-Naut PhDs.

#074 EMBER

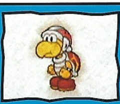
HP	ATK	DEF	LOCATION
8	3	0	KEELHAUL KEY



These blue flame spirits are susceptible to ice and explosive attacks. They're said to be vengeful spirits of the recent dead.

#026 FIRE BRO

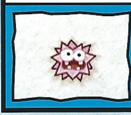
HP	ATK	DEF	LOCATION
7	3	1	GLITZVILLE



A relative of the Hammer Bros. who can spit fire. If one of his blasts hit you, you may catch on fire!

#053 FLOWER FUZZY

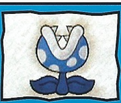
HP	ATK	DEF	LOCATION
5	3	0	KEELHAUL KEY



A Fuzzy with lovely coloring. It'll suck your FP and attack with magic when full.

#058 FROST PIRANHA

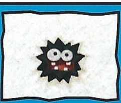
HP	ATK	DEF	LOCATION
10	5	0	FAHR OUTPOST



A Piranha Plant with ice powers that's weak against fire. Its biting attack sometimes freezes you.

#050 FUZZY

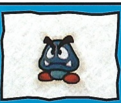
HP	ATK	DEF	LOCATION
3	1	0	SHHWONK FORTRESS



A parasite that sucks up its opponent's HP to replenish its own. Fuzzies are so hyper that it's hard to time your Guard Action Command.

#007 GLOOMBA

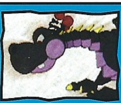
HP	ATK	DEF	LOCATION
7	3	0	PIT OF 100 TRIALS



A Goomba that likes dark, damp places. It must look like that because it lives below ground!

#100 GLOOMTAIL

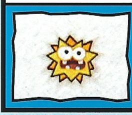
HP	ATK	DEF	LOCATION
80	8	2	PALACE OF SHADOW



Hooktail's brother. He's a big, dark, poison-spewing baddie. Watch out for his famous mega-breath attack!

#051 GOLD FUZZY

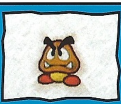
HP	ATK	DEF	LOCATION
10	1	0	SHHWONK FORTRESS



A gold-colored Fuzzy that attacks by charging at you. Unlike normal Fuzzies, it won't drain your HP.

#001 GOOMBA

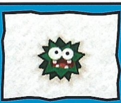
HP	ATK	DEF	LOCATION
2	1	0	ROGUEPORT SEWERS



The underling of underlings. No other distinguishing characteristics.

#052 GREEN FUZZY

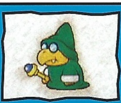
HP	ATK	DEF	LOCATION
5	3	0	KEELHAUL KEY



This minty Fuzzy replenishes its HP as it drains yours. And it can multiply.

#039 GREEN MAGIKOOPA

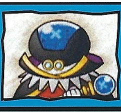
HP	ATK	DEF	LOCATION
7	4	0	GLITZVILLE



A green-robed Koopa wizard that uses a variety of magic spells, including ones that electrify allies or make them invisible.

#120 GRODUS

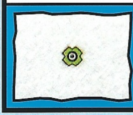
HP	ATK	DEF	LOCATION
50	7	1	PALACE OF SHADOW



The nasty creature that kidnapped Peach. He's into world domination. Some hobby, huh?

#116 GRODUS X

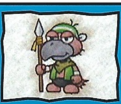
HP	ATK	DEF	LOCATION
3	4	0	PALACE OF SHADOW



An annoying magical protector of Grodus. When he has four of these, he's invincible!

#042 GUS

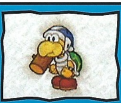
HP	ATK	DEF	LOCATION
20	3	0	ROGUEPORT



A super-annoying guy with a big pointy spear that he tends to throw at people. Some think he's just a bunch of sass talk, but he's tough.

#024 HAMMER BRO

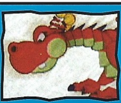
HP	ATK	DEF	LOCATION
7	4	1	GLITZVILLE



Well-known for their vicious and relentless hammer lobs, Hammer Bros. have a reputation as one of Mario's toughest enemies . . .

#099 HOOKTAIL

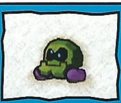
HP	ATK	DEF	LOCATION
20	5	1	HOOKTAIL CASTLE



This giant dragon attacks by munching, stomping, and breathing stinky, fiery breath. He hates things that make chirping noises, especially creatures that start with "cr" and end with "icket."

#078 HYPER BALD CLEFT

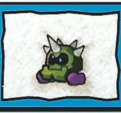
HP	ATK	DEF	LOCATION
3	2	2	GLITZVILLE



A hyperactive Bald Cleft that can charge up energy, boosting its Attack to 8.

#082 HYPER CLEFT

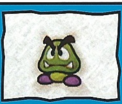
HP	ATK	DEF	LOCATION
4	3	3	TWILIGHT TRAIL



A hyperactive Cleft that uses charge moves to boost its Attack power to 9.

#004 HYPER GOOMBA

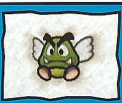
HP	ATK	DEF	LOCATION
8	2	0	TWILIGHT TRAIL



When this hyperactive Goomba charges up, its Attack rises to 8, so watch yourself!

#005 HYPER PARAGOOMBA

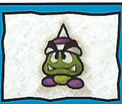
HP	ATK	DEF	LOCATION
8	2	0	TWILIGHT TRAIL



When this winged Hyper Goomba charges up, its Attack power rises to 8.

#006 HYPER SPIKY GOOMBA

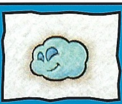
HP	ATK	DEF	LOCATION
8	3	0	TWILIGHT TRAIL



When this spike-headed Hyper Goomba charges up, its Attack power rises to 9, so heads up!

#069 ICE PUFF

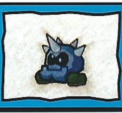
HP	ATK	DEF	LOCATION
9	4	0	FAHR OUTPOST



Ruff Puff's chilly brother, it will sometimes freeze you with cold breath.

#081 IRON CLEFT (GREEN)

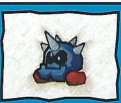
HP	ATK	DEF	LOCATION
6	4	—	GLITZVILLE



No attacks can pierce the defense of this hard, metallic Cleft. Since this one is wearing green shoes, it must be the younger brother.

#080 IRON CLEFT (RED)

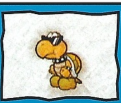
HP	ATK	DEF	LOCATION
6	4	—	GLITZVILLE



No attacks can pierce the defense of this hard, metallic Cleft. Are they impossible to defeat???

#012 K.P. KOOPA

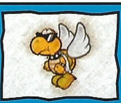
HP	ATK	DEF	LOCATION
4	2	1	GLITZVILLE



A Koopa warrior that battles at the Glitz Pit in Glitzville. It may be a different color than your average Koopa, but its abilities are the same.

#013 K.P. PARATROOPA

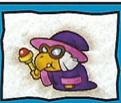
HP	ATK	DEF	LOCATION
4	2	1	GLITZVILLE



A Koopa Paratroopa who's dyed its shell. Otherwise, it's the same as any other Paratroopa, which means one stomp and it loses its wings.

#040 KAMMY KOOPA

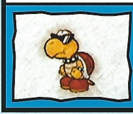
HP	ATK	DEF	LOCATION
50	5	0	PALACE OF SHADOW



An old witch who's always with Bowser. She's a nasty, magic-using crone, but you should still respect your elders! Remember that!

#010 KOOPA TROOPA

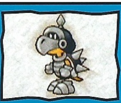
HP	ATK	DEF	LOCATION
4	2	1	PETAL MEADOWS



Koopa Troopas have been around forever. Jump on them to flip them over and drop their defense to zero.

#018 KOOPATROL

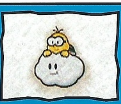
HP	ATK	DEF	LOCATION
6	4	2	ROGUEPORT SEWERS



Occasionally uses an attack called Charge that saves up energy, and can call in backup for support if you don't defeat it quickly.

#027 LAKITU

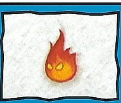
HP	ATK	DEF	LOCATION
5	2	0	GLITZVILLE



A cloud-riding member of the Koopa tribe, Lakitu attacks by throwing Spiny Eggs, which slowly hatch into Spinies.

#075 LAVA BUBBLE

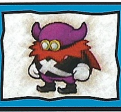
HP	ATK	DEF	LOCATION
6	4	0	PIRATE'S GROTTO



This flame spirit is vulnerable to explosions and ice attacks. If you stomp on it, you'll take damage.

#119 LORD CRUMP

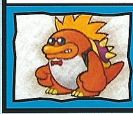
HP	ATK	DEF	LOCATION
4/30	1/3	0	ROGUEPORT



The X-Naut leader. He likes to attack with body-slams. Always an interesting foe…

#103 MACHO GRUBBA

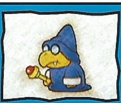
HP	ATK	DEF	LOCATION
60	4	0	GLITZVILLE



Macho Grubba has the confidence to match his muscles after being powered up by the Crystal Star.

#036 MAGIKOOPA

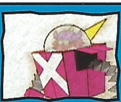
HP	ATK	DEF	LOCATION
7	4	0	ROGUEPORT SEWERS



A Koopa wizard that'll use all sorts of magic. It breaks apart into multiple copies, so beat it as quickly as you possibly can!

#117 MAGNUS VON GRAPPLE

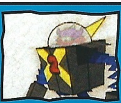
HP	ATK	DEF	LOCATION
30	2	1	THE GREAT TREE



A powerful and cutting-edge robot built by X-Naut scientists. It has all the features expected of a robot, including rocket fists.

#118 MAGNUS VON GRAPPLE 2.0

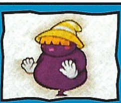
HP	ATK	DEF	LOCATION
70	6	2	X-NAUT FORTRESS



The biggest upgrades seem to be the flying features. Watch out for the improved machine guns.

#122 MARILYN

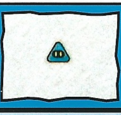
HP	ATK	DEF	LOCATION
12/40	2/7	0	BOGGLY WOODS



Beldam's sister, and therefore one of the Shadow Sirens. Her Attack is high, so take her out first.

#115 MINI-X-YUX

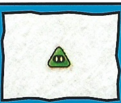
HP	ATK	DEF	LOCATION
1	0	0	X-NAUT FORTRESS



A protector of the X-Yux. You can't attack the main unit until you clear these things out.

#111 MINI-YUX

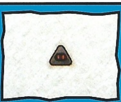
HP	ATK	DEF	LOCATION
1	0	0	THE GREAT TREE



Each one can divide into two. As long as you clear these out first, ordinary Yux are nothing to be feared.

#113 MINI-Z-YUX

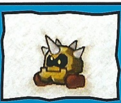
HP	ATK	DEF	LOCATION
2	0	0	THE MOON



A protector of the Z-Yux. There can be as many as 4. They must all be defeated to make the Z-Yux vulnerable.

#083 MOON CLEFT

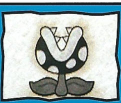
HP	ATK	DEF	LOCATION
6	5	5	THE MOON



A Cleft living on the moon. Its defense is high, but if you turn it over with an explosion, its Defense goes down to 0.

#056 PALE PIRANHA

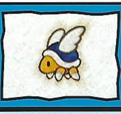
HP	ATK	DEF	LOCATION
4	2	0	BOGGLY WOODS



A monochrome Piranha Plant that attacks with a nasty bite. If you see one, throw all you've got at it, or run.

#033 PARABUZZY

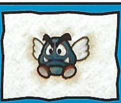
HP	ATK	DEF	LOCATION
5	3	4	PIRATE'S GROTTO



A Buzzy with wings and high Defense. It flies in the air, but it'll come down if you stomp on it.

#008 PARAGLOOMBA

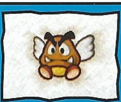
HP	ATK	DEF	LOCATION
7	3	0	PIT OF 100 TRIALS



A Gloomba with wings that may or may not get moldy.

#002 PARAGOOMBA

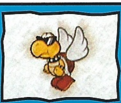
HP	ATK	DEF	LOCATION
2	1	0	ROGUEPORT SEWERS



A Goomba with wings. Can't reach it with a hammer while it's in the air, but once it's damaged, its wings get clipped. It's kind of sad, really.

#011 PARATROOPA

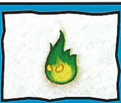
HP	ATK	DEF	LOCATION
4	2	1	TWILIGHT TRAIL



A Koopa Troopa with wings that stays airborne until you stomp on it and send it plunging to the ground.

#076 PHANTOM EMBER

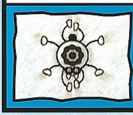
HP	ATK	DEF	LOCATION
10	5	0	PALACE OF SHADOW



An angry spirit from beyond. Its flame attack will set you on fire.

#062 PIDER

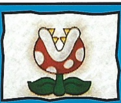
HP	ATK	DEF	LOCATION
5	2	0	THE GREAT TREE



A spidery creature that drops down on webs. It can shoot out three webwads to attack consecutively.

#059 PIRANHA PLANT

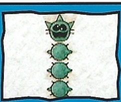
HP	ATK	DEF	LOCATION
15	9	0	PIT OF 100 TRIALS



The strongest of the Piranha Plants. It likes to live … in pipes.

#055 POISON POKEY

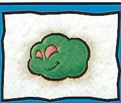
HP	ATK	DEF	LOCATION
8	4	0	RIVERSIDE STATION



A poisonous Pokey that attacks with poison and sometimes calls in friends. Take it out quickly.

#070 POISON PUFF

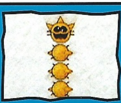
HP	ATK	DEF	LOCATION
15	8	0	PIT OF 100 TRIALS



A poisonous cloud creature. It'll charge you or try to poison you, and if you touch it while it's storing poison, you'll get hurt.

#054 POKEY

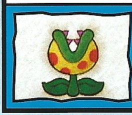
HP	ATK	DEF	LOCATION
4	3	0	GLITZVILLE



A cactus ghoul covered from head to base in nasty spines. It attacks by lobbing sections of itself at you, and can even call other Pokeys to come fight alongside it.

#057 PUTRID PIRANHA

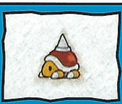
HP	ATK	DEF	LOCATION
8	3	0	KEELHAUL KEY



A poisonous Piranha Plant. It'll poison your allies. Use your Guard effectively to avoid poisoning.

#035 R. S. BUZZY

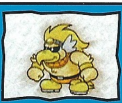
HP	ATK	DEF	LOCATION
5	3	4	GLITZVILLE



The sturdiest of all the Buzzy Beetles, a Red Spike Top is impervious to fire and explosions. Plus, the spike on its back protects it from being flipped over.

#102 RAWK HAWK

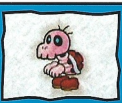
HP	ATK	DEF	LOCATION
30	4	1	GLITZVILLE



A champion fighter. Battling him requires a certain level of artistry. "You wanna hate me, but you can't help but love the RAAAAAAAWWWWK!"

#021 RED BONES

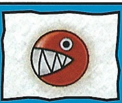
HP	ATK	DEF	LOCATION
5	3	1	HOOKTAIL CASTLE



This ugly, red Dull Bones is stronger than a normal Dull Bones. Even if its HP drops to 0, it can come back to life.

#090 RED CHOMP

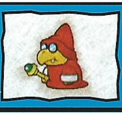
HP	ATK	DEF	LOCATION
6	5	3	GLITZVILLE



A red, brutal Chomp-Chomp. Attack and Defense are high. Rumor has it that it's so angry because someone painted it red while it was sleeping…

#037 RED MAGIKOOPA

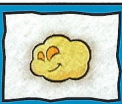
HP	ATK	DEF	LOCATION
7	4	0	GLITZVILLE



This red-garbed Koopa wizard uses a wide variety of magic, including Attack- and Defense-boosting spells.

#068 RUFF PUFF

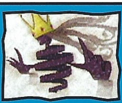
HP	ATK	DEF	LOCATION
7	4	0	RIVERSIDE STATION



A relative of the Dark Puff… or perhaps just a different-colored one. It charges up and shocks you with lightning.

#124 THE SHADOW QUEEN

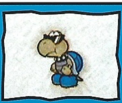
HP	ATK	DEF	LOCATION
150	7	1	PALACE OF SHADOW



The demon who possessed Peach. She tried to cast the world into darkness, but Mario whipped her but good. And Peach is back to normal, thank goodness!

#014 SHADY KOOPA

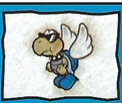
HP	ATK	DEF	LOCATION
8	3	1	GLITZVILLE



When a Shady Koopa flips back up from its back, its Attack increases. Shady Koopas have a place of honor in the Koopa family tree because of this distinction.

#015 SHADY PARATROOPA

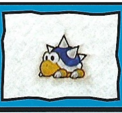
HP	ATK	DEF	LOCATION
8	3	1	GLITZVILLE



Other than having wings, this creature isn't very different from a Shady Koopa. Once it flips off its back, it boosts its Attack.

#030 SKY-BLUE SPINY

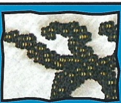
HP	ATK	DEF	LOCATION
6	6	4	PIT OF 100 TRIALS



Spawned from a pipe thrown by Dark Lakitu it will charge at you. When it's balled up, your attacks won't work.

#106 SMORG

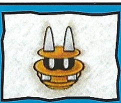
HP	ATK	DEF	LOCATION
50	5	1	EXCESS EXPRESS



A monster made of tons of smaller Smorgs. It uses Smorg tentacles to attack.

#048 SPANIA

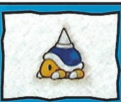
HP	ATK	DEF	LOCATION
3	1	0	ROGUEPORT SEWERS



A Spinia with spines on its head. If you stomp on it, you'll take damage. For whatever reason, it looks really peeved.

#032 SPIKE TOP

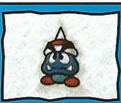
HP	ATK	DEF	LOCATION
5	3	4	CREEPY STEEPLE



This Buzzy has high defense and a pointy spike on its shell. You'll take damage if you stomp on it.

#009 SPIKY GLOOMBA

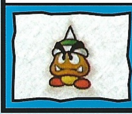
HP	ATK	DEF	LOCATION
7	4	0	PIT OF 100 TRIALS



A Gloomba with a painful-looking spike that likes damp places.

#003 SPIKY GOOMBA

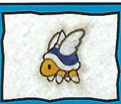
HP	ATK	DEF	LOCATION
2	2	0	ROGUEPORT SEWERS



A Goomba that wears a spiked helmet. Slightly higher Attack power than a typical Goomba.

#034 SPIKY PARABUZZY

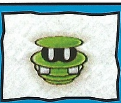
HP	ATK	DEF	LOCATION
5	3	4	RIVERSIDE STATION



A Buzzy with wings and a spike. It flies, so a hammer won't reach. It's hard to find attacks that work.

#047 SPINIA

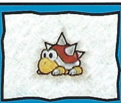
HP	ATK	DEF	LOCATION
3	1	0	ROGUEPORT SEWERS



A strange creature made of thin, papery boards. Still a completely mysterious species.

#029 SPINY

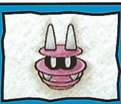
HP	ATK	DEF	LOCATION
3	3	3	GLITZVILLE



A spine-covered member of the Koopa tribe with extremely high defense. It cannot be damaged when it rolls into a ball.

#049 SPUNIA

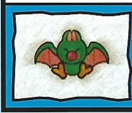
HP	ATK	DEF	LOCATION
12	7	2	PIT OF 100 TRIALS



A creature with a body made up of springy discs. It may not look like much, but it's pretty tough.

#066 SWAMPIRE

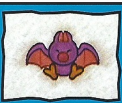
HP	ATK	DEF	LOCATION
20	6	0	PIT OF 100 TRIALS



A feared health-sucking bat that lives in the darkness. It steals your HP to add to its own.

#064 SWOOPER

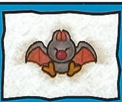
HP	ATK	DEF	LOCATION
6	3	0	CREEPY STEEPLE



A roosting creature that will hang from the ceiling until damaged.

#065 SWOOPULA

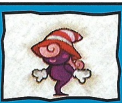
HP	ATK	DEF	LOCATION
9	4	0	PALACE OF SHADOW



An HP-sucking batlike thing. Its name comes from its swooping, bloodsucking attack.

#123 VIVIAN

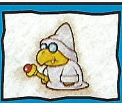
HP	ATK	DEF	LOCATION
10	1	0	BOGGLY WOODS



One of the Shadow Sirens and Beldam's youngest sister. She's so cute, she's able to infatuate anyone.

#038 WHITE MAGIKOOPA

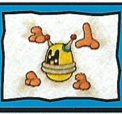
HP	ATK	DEF	LOCATION
7	4	0	GLITZVILLE



A white-robed Koopa wizard that uses a wide variety of magic, including magic that replenishes its own HP and that of its allies.

#096 WIZZERD

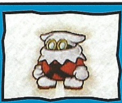
HP	ATK	DEF	LOCATION
10	6	3	PIT OF 100 TRIALS



A part-machine, part-organic creature who uses different kinds of magic. It looks to be the best tickler of all time.

#107 X-NAUT

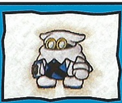
HP	ATK	DEF	LOCATION
4	3	0	THE GREAT TREE



A foot soldier that uses potions and attacks by ramming. This X-Naut is the lowest of Grodus's underlings.

#108 X-NAUT PhD

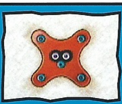
HP	ATK	DEF	LOCATION
9	4	0	X-NAUT FORTRESS



An X-Naut that throws chemicals. Research is ongoing about the effects of the chemicals they throw.

#114 X-YUX

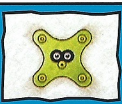
HP	ATK	DEF	LOCATION
10	3	1	X-NAUT FORTRESS



A new Yux designed to protect important areas. Its attacks will sometimes immobilize you.

#110 YUX

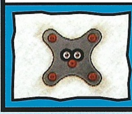
HP	ATK	DEF	LOCATION
3	2	0	THE GREAT TREE



These pathetically ugly creatures were created in the X-Naut laboratories. With Mini-Yux around them, they're impervious to all attacks.

#112 Z-YUX

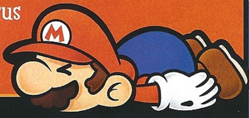
HP	ATK	DEF	LOCATION
7	4	0	THE MOON



A genetic improvement on the original Yux. Mini-Z-Yux often appear to restore HP or protect the main unit from damage.

STATUS EFFECTS

CERTAIN ITEMS AND ATTACKS CAN AFFECT YOUR STATUS OR THAT OF YOUR FOES, AS DETAILED IN THE CHART BELOW. A NUMBER WILL APPEAR ABOVE THE ICON TO INDICATE HOW MANY TURNS THE EFFECT WILL LAST.



STATUS	EFFECT
ALLERGIC	REMOVES ALL OTHER STATUS EFFECTS
ATK-UP	RAISES ATTACK POWER
BURNED	DEALS FIRE DAMAGE AT THE END OF EVERY TURN
CHARGED	RAISES POWER FOR NEXT ATTACK
CONFUSED	CAUSES CHARACTER TO IGNORE COMMANDS
DEF-DOWN	LOWERS DEFENSE
DEF-UP	RAISES DEFENSE
DIZZY	LOWERS ACCURACY
DODGY	ENABLES CHARACTER TO AVOID MOST ATTACKS
ELECTRIFIED	INFLICTS DAMAGE ON ENEMIES THAT ATTACK DIRECTLY
FAST	ENABLES TWO ACTS PER TURN
FROZEN	DISABLES MOVEMENT AND ACTIONS
GRADUAL FP	RECOVERS FLOWER POINTS GRADUALLY
GRADUAL HP	RECOVERS HEART POINTS GRADUALLY
HUGE	RAISES ATTACK POWER
IMMOBILIZED	DISABLES ALL ACTIONS
INVISIBLE	ENABLES CHARACTER TO AVOID ALL ATTACKS
KNOCKED OUT*	ENDS CHARACTER'S PARTICIPATION IN THE BATTLE
PAYBACK	DEALS DAMAGES TO ATTACKERS
POISON	DEALS DAMAGE AT THE END OF EVERY TURN
SLEEPY	DISABLES ALL ACTIONS (NEGATED WHEN CHARACTER IS ATTACKED)
SLOW	LIMITS ACTIONS TO EVERY OTHER TURN
TINY	LOWERS ATTACK POWER

* When Mario is knocked out, the game is over. You'll have to restart from your last save point.

BADGES

THERE ARE 85 TOTAL BADGES IN THE GAME. YOU CAN VIEW WHICH ONES YOU'VE ALREADY ACQUIRED IN THE BADGES SECTION OF YOUR IN-GAME JOURNAL. USE THE COMPREHENSIVE LIST WE'VE PROVIDED TO HELP YOU FILL OUT YOUR COLLECTION.

BADGE	BP	FP	LOCATION	DESCRIPTION
ALL OR NOTHING	4	0	PALACE OF SHADOW	Raises attack if you hit Action Commands; drops attack to 0 if you fail.
ATTACK FX B	0	0	ROGUEPORT	Changes the sound effects of Mario's attacks.
ATTACK FX G	0	0	CHARLIETON	Changes the sound effects of Mario's attacks.
ATTACK FX P	0	0	LOVELY HOWZ	Changes the sound effects of Mario's attacks.
ATTACK FX R	0	0	HOOKTAIL CASTLE	Changes the sound effects of Mario's attacks.
ATTACK FX Y	0	0	DAZZLE	Changes the sound effects of Mario's attacks.
BUMP ATTACK	5	0	PIT OF 100 TRIALS	Lets you bump into weak foes to defeat them without battling.
CHARGE	1	1	THE GREAT TREE	Adds Charge to Mario's Tactics menu. Wearing more than one increases charge power.
CHARGE P	1	1	GLITZVILLE	Adds Charge to your partner's Tactics menu.Wearing more than one increases charge power.
CHILL OUT	1	0	DAZZLE	Makes you never succumb to a First Strike.
CLOSE CALL	1	0	PETAL MEADOWS	When Mario's in danger, causes enemies to miss sometimes.
CLOSE CALL P	1	0	LOVELY HOWZ	When your ally is in danger, causes foes to miss sometimes.
DAMAGE DODGE	2	0	ROGUEPORT SEWERS	Decreases damage by 1 with a Guard Action Command.
DAMAGE DODGE P	2	0	PIRATE'S GROTTO	Cuts damage by 1 HP with a Guard Action Command. (Partner)
DEFEND PLUS	5	0	TWILIGHT TOWN	Boosts Mario's defense by 1.
DEFEND PLUS P	5	0	ROGUEPORT SEWERS	Boosts your ally's defense by 1.
DOUBLE DIP	3	4	ROGUEPORT	Lets Mario use two items during his battle turn. By wearing more than one, Mario can use up to three items.

BADGE	BP	FP	LOCATION	DESCRIPTION
DOUBLE DIP P	3	4	PIT OF 100 TRIALS	Lets your ally use two items during one battle turn. By wearing more than one, your partner can use up to three items.
DOUBLE PAIN	0	0	CHARLIETON	Doubles the damage Mario takes.
FEELING FINE	4	0	X-NAUT FORTRESS	Makes Mario immune to poison or dizziness.
FEELING FINE P	4	0	X-NAUT FORTRESS	Makes your partner immune to poison or dizziness.
FIRE DRIVE	3	5	LOVELY HOWZ	Activates the Fire Drive, which assaults all ground enemies and burns them. Wearing more than one increases attack power.
FIRST ATTACK	1	0	LOVELY HOWZ	Activates a First Strike to defeat weak foes without battling.
FLOWER FINDER	3	0	DAZZLE	After beating a foe, makes more flowers appear.
FLOWER SAVER	4	0	DAZZLE	Drops FP used when Mario attacks by 1.
FLOWER SAVER P	4	0	DAZZLE	Drops FP used when your partner attacks by 1.
FP DRAIN	1	0	LOVELY HOWZ	Drops Mario's attack power by 1 but regains 1 FP per attack.
FP PLUS	3	0	PIANTA PARLOR	Increases maximum FP by 5.
HAMMER THROW	1	2	TWILIGHT TRAIL	Enables Hammer Throw, which lets you throw a hammer at a foe, wherever it is. Wearing two or more increases attack power.
HAMMERMAN	2	0	CHARLIETON	Increases hammer power by 1, but eliminates the ability to jump.
HAPPY FLOWER	2	0	LOVELY HOWZ	Slowly and automatically restores FP during battle.
HAPPY HEART	2	0	DAZZLE	Slowly and automatically restore HP during battle.
HAPPY HEART P	2	0	DAZZLE	Slowly and automatically restores HP in battle. (Partner)
HEAD RATTLE	1	2	KEELHAUL KEY	Enables Head Rattle, which can confuse enemies if executed superbly. Wearing two or more confuses enemies longer.
HEART FINDER	3	0	DAZZLE	After beating a foe, makes more hearts appear.
HP DRAIN	1	0	ROGUEPORT	Drops Mario's attack power by 1 but regains 1 HP per attack.
HP DRAIN P	1	0	POSHLEY HEIGHTS	Drops your ally's attack by 1 but regains 1 HP per attack.
HP PLUS	3	0	HOOKTAIL CASTLE	Increases maximum HP by 5.
HP PLUS P	6	0	PIANTA PARLOR	Increases maximum HP by 5. (Partner)
ICE POWER	1	0	KEELHAUL KEY	Makes Mario damage-proof when jumping on fire enemies.

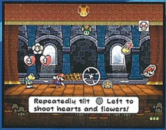
BADGE	BP	FP	LOCATION	DESCRIPTION
ICE SMASH	1	3	CREEPY STEEPLE	Enables Ice Smash, which freezes an enemy if executed superbly. Wearing more than one freezes enemies longer.
ITEM HOG	3	0	DAZZLE	Makes it likelier that items will appear after battle.
JUMPMAN	2	0	CHARLIETON	Increases jump power by 1, but you lose your hammer ability.
L EMBLEM	0	0	POSHLEY SANCTUM	Changes Mario's clothes into Luigi's clothes.
LAST STAND	1	0	GLITZVILLE	Drops damage Mario receives by 1/2 when he is in peril.
LAST STAND P	1	0	LOVELY HOWZ	Drops the damage your ally receives by 1/2 when in peril.
LUCKY DAY	7	0	PIT OF 100 TRIALS	When Mario's attacked, causes enemies to miss more often.
LUCKY START	4	0	CREEPY STEEPLE	Makes something good happen when you first enter battle.
MEGA RUSH	1	0	CHARLIETON	Increases attack power by 5 when Mario is in peril.
MEGA RUSH P	1	0	PETALBURG	Increases attack power by 5 when your partner is in peril.
MONEY MONEY	5	0	PIANTA PARLOR	Makes more coins appear after battle.
MULTIBOUNCE	1	2	SHHWONK FORTRESS	Enables Multibounce, which attacks multiple foes in order until you miss an Action Command. Wear more than one for increased attack power.
P-DOWN, D-UP	2	0	PIRATE'S GROTTO	Drops the damage Mario deals and receives by 1.
P-DOWN, D-UP P	2	0	BOGGLY WOODS	Drops the damage your ally deals and receives by 1.
P-UP, D-DOWN	2	0	RIVERSIDE STATION	Boosts Mario's attack by 1 but drops his defense by 1.
P-UP, D-DOWN P	2	0	PALACE OF SHADOW	Boosts your ally's attack by 1, drops his or her defense by 1.
PEEKABOO	2	0	DAZZLE	Makes enemy HP visible.
PIERCING BLOW	1	2	LOVELY HOWZ	Enables Piercing Blow, which deals damage that pierces enemy defenses.
PITY FLOWER	3	0	PIT OF 100 TRIALS	When Mario takes damage, occasionally recovers 1 FP.
POWER BOUNCE	3	3	HOOKTAIL CASTLE	Enables Power Bounce, which lets you jump on one enemy until you miss an Action Command.
POWER JUMP	1	2	LOVELY HOWZ	Enables Power Jump, which lets you stomp on a foe with huge power. Wearing two or more increases attack power.
POWER PLUS	6	0	DAZZLE	Boosts Mario's jump and hammer attack by 1.
POWER PLUS P	6	0	DAZZLE	Boosts your partner's attack by 1.

BADGE	BP	FP	LOCATION	DESCRIPTION
POWER RUSH	1	0	LOVELY HOWZ	Increases attack power by 2 when Mario is in danger.
POWER RUSH P	1	0	LOVELY HOWZ	Increases attack power by 2 when your ally is in danger.
POWER SMASH	1	2	ROGUEPORT	Enables Power Smash, which lets you whack an enemy with great power. Wearing two or more increases attack power.
PRETTY LUCKY	2	0	DAZZLE	When Mario's attacked, causes enemies to miss sometimes.
PRETTY LUCKY P	2	0	LOVELY HOWZ	When your ally's attacked, causes foes to miss sometimes.
QUAKE HAMMER	2	3	BOGGLY WOODS	Enables Quake Hammer, which slightly damages all ground enemies. Wearing two or more increases attack power.
QUICK CHANGE	7	0	DAZZLE	Allows your ally to attack even after changing partners.
REFUND	1	0	PIANTA PARLOR	Refunds some coins if you use an item in battle.
RETURN POSTAGE	7	0	PIT OF 100 TRIALS	Makes direct-attackers take 1/2 the damage they do.
SHRINK STOMP	1	2	LOVELY HOWZ	Enables Shrink Stomp to shrink foes and drop attack power if executed superbly. Wear two or more to shrink them longer.
SIMPLIFIER	1	0	LOVELY HOWZ	Makes Action Commands easy, but earns less star power.
SLEEPY STOMP	1	2	LOVELY HOWZ	Enables Sleepy Stomp, which makes enemies sleep if executed superbly. Wear two or more to keep enemies asleep longer.
SLOW GO	0	0	CHARLIETON	Makes Mario sluggish, so he can no longer run.
SOFT STOMP	1	2	ROGUEPORT SEWERS	Enables Soft Stomp, which makes foes soft if executed superbly. Wearing two or more keeps enemies soft longer.
SPIKE SHIELD	3	0	ROGUEPORT SEWERS	Makes Mario damage-proof when jumping on spiky foes.
SUPER APPEAL	1	0	LOVELY HOWZ	Gets more star power from the audience when Mario appeals.
SUPER APPEAL P	1	0	LOVELY HOWZ	Gets more star power from the crowd when your ally appeals.
TIMING TUTOR	1	0	CHARLIETON	Teaches the timing for style commands.
TORNADO JUMP	2	3	CREEPY STEEPLE	Enables Tornado Jump, which damages all mid-air enemies if executed superbly. Wearing two or more increases attack power.
UNSIMPLIFIER	1	0	LOVELY HOWZ	Makes Action Commands hard, but earns more star power.
W EMBLEM	0	0	CHARLIETON	Changes Mario's clothes into Wario's clothes.
ZAP TAP	3	0	PIT OF 100 TRIALS	Does damage to enemies that touch Mario in battle.

SPECIAL MOVES

THE STAR-POWERED SPECIAL MOVES ARE THE MIGHTIEST WEAPONS IN YOUR ARSENAL, BUT YOU HAVE TO KNOW HOW TO USE THEM. THAT'S WHERE THIS PAGE COMES IN. READ ON FOR AN EXPLANATION OF EACH MOVE.

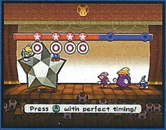
SWEET TREAT SP: 1



Repeatedly tilt ◎ Left to shoot hearts and flowers!

With the Sweet Treat, you can restore Heart Points for both you and your companion, as well as Flower Points. A targeting reticule will move up and down in an arc in front of Mario as icons fall from above. Flick the Control Stick left to shoot the flower and heart icons. Each one will replenish a point. Avoid hitting the poison mushrooms, though; they'll prevent you from firing for a few moments.

EARTH TREMOR SP: 2

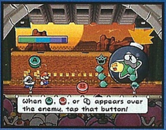


Press Ⓐ with perfect timing!

The Earth Tremor shakes the ground to damage every enemy onstage. Press the A Button as the gauge passes through each circle. The longer you can go without missing a circle (up to five gauges), the more damage the attack will inflict. Each gauge moves faster than the last.

DAMAGE: 1 TO 6 HP

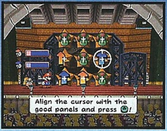
CLOCK OUT SP: 2



When Ⓐ, Ⓑ, or ◎ appears over the enemy, tap that button!

Immobilize all of your enemies for a short period of time with Clock Out. The attack plays out like a game of hot potato. Press the button that appears over your opponents to toss the boss at them, then mash on the button as fast as possible (note that the button changes every couple of seconds). The better you do, the longer your foes will be unable to move.

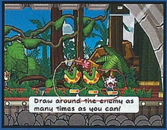
POWER LIFT SP: 3



Align the cursor with the good panels and press Ⓐ!

If executed well, the Power Lift will increase your party's Attack and Defense power briefly. Position the targeting reticule over the orange and blue arrows that appear on the three-by-three grid, and press A to fill the meters to the left. (Avoid the poison mushrooms.) You'll receive +1 to your ATK every time you fill the orange meter, and +1 to your DEF every time you fill the blue meter.

ART ATTACK SP: 4

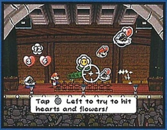


Draw around the enemy as many times as you can!

The Art Attack damages all enemies that you encircle with the star. Simply manipulate the Control Stick to draw circles around the desired targets. The circles don't have to be perfect, but they must be completely enclosed. If you're a veteran of Bill Cosby's PicturePages, this should be a cakewalk.

DAMAGE: UNLIMITED HP

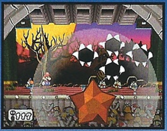
SWEET FEAST SP: 5



Tap ◎ Left to try to hit hearts and flowers!

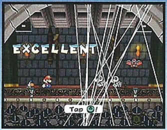
The Sweet Feast is similar to the Sweet Treat, but you can launch stars rapid-fire by simply holding the Control Stick to the left instead of flicking it (you'll still want to let up on the stick to avoid hitting poison mushrooms). Additionally, the large icons will each replenish five Heart Points or Flower Points when you hit them.

SHOWSTOPPER SP: 2



The Showstopper can defeat all of your opponents with a single blow (it doesn't work against bosses, though). Press the buttons in the order they appear onscreen. There are five sequences in all—the more of them you complete, the better your chances of annihilating your foes.

SUPERNOVA SP: 6



Tap Ⓐ!

The Supernova doesn't actually involve the explosion of a very large star in which the star may reach a maximum intrinsic luminosity one billion times that of the sun. But it does deal massive damage to every enemy onstage. Just mash the A Button as quickly as possible to fill the gauge repeatedly.

DAMAGE: 0 TO 15 HP

SHINE SPRITES

ON THE CHECKLIST BELOW, WE'VE DETAILED THE LOCATION OF EVERY SHINE SPRITE IN THE GAME. WE'RE NICE LIKE THAT.

ROGUEPORT

- ☐ Above the rooftops on the east side of Rogueport (page 21). (Read page 57 for instructions on how to reach the rooftops. Yoshi must be in your party.)
- ☐ Behind the house that has a padlock on the door on the east side of town. Get on the roof (see above) and slip between the crates (page 21).
- ☐ Behind the first house on the west side of town. Roll into a tube and drop through the small hole inside the house (page 21).
- ☐ In Bobbery's house on the east side of town. You won't be able to get to the Shine Sprite until the prelude to Chapter 5 (page 21).
- ☐ Behind the cracked wall next to the item shop on the west side of town. Blow a hole in the wall with Bobbery (page 21).

ROGUEPORT SEWERS

- ☐ On a high platform to the left of the Thousand-Year Door. You must be cursed with Paper mode to reach the Shine Sprite (page 24).
- ☐ On the ledge next to the warp pipe that leads to Petalburg. You'll need the Super Hammer to smash the yellow block in your way (page 23).
- ☐ In front of the door that leads to the Twilight Town warp pipe. Yoshi must be in your party to reach the Shine Sprite (page 23).
- ☐ On a platform in the room where you fought the giant Blooper. Use Boat mode to sail to the platform (page 22).
- ☐ In a hidden room that you can reach only with Boat mode (page 22).
- ☐ In a hidden room that you can reach only with Boat mode (page 22).
- ☐ In a hidden room that you can reach only with Boat mode (page 22).
- ☐ On top of the pedestal next to where Dazzle hangs out. To get up there, you'll need the Spring Jump (page 23).

HOOKTAIL CASTLE

- ☐ In plain view at the beginning of the hall with the yellow and purple blocks (page 31).
- ☐ In front of the weapon rack in the room where you first meet Ms. Mowz (page 30).
- ☐ At the top of the tall staircase just before the exit onto the bridge outside (page 31).

BOGGLY WOODS

- ☐ To the left of the high paper-airplane panel. Toss Koops to your left to snag the Shine Sprite (page 36).

THE GREAT TREE

- ☐ In the bottom right-hand corner of the room where you encase the Punies in bubbles (page 38).
- ☐ On top of a pedestal in the room with two paper-airplane panels. Use Flurrie to blow the vase off the first panel (page 38).
- ☐ In the room beneath the first wooden panel you see after acquiring the Super Boots. Use your Spin Jump to break through (page 39).
- ☐ Above the lilly pads after you fill the room with water (page 39).

GLITZVILLE

- ☐ To the right of the stairs that lead to the Gliztville arena entrance. Use your hammer to reveal a Coin Block beneath the Shine Sprite (page 44).
- ☐ On the second floor of the storage room in the Glitzville arena (page 45).

TWILIGHT TRAIL

- ☐ Behind the last tree before you get to Creepy Steeple (page 51).

CREEPY STEEPLE

- ☐ Behind the small opening at the beginning of the first hall. Roll into a tube to enter the opening (page 52).
- ☐ At the bottom of the well outside the front gate (page 53).
- ☐ To the left of the incline where you have to push the door-shaped barricade (page 53).

KEELHAUL KEY

- ☐ To the left of the cliff as you make your way toward Pirate's Grotto. Ride Yoshi to the block underneath the Shine Sprite (page 58).
- ☐ Behind a large palm leaf to the right of the bridge. You'll have to jump to find the Shine Sprite (page 59).

PIRATE'S GROTTO

- ☐ Concealed by a stalactite over the first wrecked ship. Jump while you're standing on the bow to procure the Shine Sprite (page 60).
- ☐ Near the top of the cliff. Stand on the top step and toss Koops to your left to reveal an invisible block (page 61).
- ☐ Above the barrels in the room where you find the Grotto Key. To reach the Shine Sprite, ride the crate that acts as a counterweight (page 61).
- ☐ Hovering over the water to the right of the wall of spikes. Use Koops's Shell Toss to retrieve the Shine Sprite (page 61).
- ☐ At the beginning of the area that follows the wall of spikes. Use your hammer to find a hidden block beneath the Shine Sprite (page 60).

EXCESS EXPRESS

- ☐ Behind the table in cabin 005 (page 66).
- ☐ In Bub the Bob-omb's possession. Give him the engineer's autograph to receive the Shine Sprite as a token of his appreciation (page 66).

RIVERSIDE STATION

- ☐ On the steps behind the station (page 67).
- ☐ Near the top of the stairs that unfold after you hit the numerical switches. Toss Koops at the Shine Sprite to nab it (page 67).

POSHLEY HEIGHTS

- ☐ Outside Poshley Sanctum, to the right of the entrance. Perform a Spring Jump to reach the Shine Sprite (page 68).

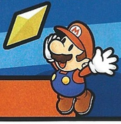
POSHLEY SANCTUM

- ☐ Beyond the painting, on one of the ledges to the left. You'll have to shimmy across the bars overhead to get to the Shine Sprite (page 68).

FAHR OUTPOST

- ☐ Behind a tree on your way to the Fahr Outpost (page 74).
- ☐ To the right of the last house in the Fahr Outpost (page 74).

STAR PIECES



THE CHECKLIST BELOW CONTAINS EVERY STAR PIECE IN THE GAME.

ROGUEPORT

- ☐ Behind the crates on the right-hand side of the town square (page 20).
- ☐ Inside the house next to the inn. You'll find the door in the back alley (page 20).
- ☐ On the roof of Zess T.'s kitchen (page 20).
- ☐ In front of the gallows in the town square (page 20).
- ☐ In the alley behind Zess T.'s kitchen (page 20).
- ☐ On top of the crates behind Professor Frankly's house (page 21).
- ☐ In front of Professor Frankly's house (page 21).
- ☐ On the roof of the building with the padlock on the door in the east side of town. You need Yoshi to get up there (page 21).
- ☐ Behind the chimney on Admiral Bobbery's house (page 21).
- ☐ Behind the barrel next to Ishnail's house on the east side of town (page 21).
- ☐ In front of the Pianta Parlor (page 21).
- ☐ Behind the short wall as you enter the west side of town (page 21).
- ☐ Behind the warp pipe near the fountain on the west side of town (page 21).
- ☐ Behind the trash can to the left of the item shop on the west side of town (page 21).
- ☐ Next to the stairs in the harbor (page 20).
- ☐ In the hidden area on the left side of the harbor. You'll have to sail there from the boat panel (page 20).
- ☐ At the left end of the train platform (page 21).
- ☐ Behind the warp pipe that leads to the Cheep Blimp (page 21).

ROGUEPORT SEWERS

- ☐ Behind the pedestal next to Merluvlee's house (page 23).
- ☐ In front of Wonky inside Herb T.'s place (page 23).
- ☐ Behind the pedestal next to the building with the X-Naut teleporter (page 23).
- ☐ Behind a broken pillar in front of Murluvlee's house (page 23).
- ☐ In front of the moving platform in the area where you first enter the sewers from the pipe in front of Frankly's house (page 22).
- ☐ Behind the stairs in the room with the warp pipe that leads to the Pit of 100 Trials (page 24).
- ☐ To the south of the Crystal Star platform in the room with the Thousand-Year Door (page 24).
- ☐ In front of the black treasure chest that curses you with Plane mode (page 24).
- ☐ Behind the big yellow block in the room to the right of the Thousand-Year Door (page 24).
- ☐ Near the warp pipe to Boggly Woods (page 24).
- ☐ In the background of the room with the warp pipe that leads to Petal Meadows. You'll need the Spring Jump to get back there (page 22).
- ☐ On a platform in the background in the area beneath the metal grate on the west side of Rogueport (page 23).
- ☐ Behind the center ledge in the area beneath the metal grate on the west side of Rogueport (page 23).

PETAL MEADOWS

- ☐ In the tree to the left of the Save Block. Hit the tree with your hammer (page 28).
- ☐ To the right of the blue ! Switch in the background (page 28).

PETALBURG

- ☐ Near Bub-ulber on the west side of the village (page 28).
- ☐ Next to the pink flowers at the east exit (page 28).

SHHWONK FORTRESS

- ☐ In the first bush between Petalburg and Shhwonk Fortress (page 28).

HOOKTAIL CASTLE

- ☐ To the left of the Castle Key behind the bars (page 30).
- ☐ Beyond the doorway that's to the right of the big purple block when the block is elevated (page 31).
- ☐ On a ledge to the left of the first big yellow block when the block is elevated (page 31).
- ☐ To the right of where you jump out the window (page 31).
- ☐ On the edge of the railing to the right of the paper-airplane panel inside the castle (page 31).

BOGGLY WOODS

- ☐ Next to the blue ! Block that raises the warp pipe (page 36).
- ☐ In the third tree from your left in front of Flurrie's house (page 37).
- ☐ Hidden behind the fence, near the warp pipe that leads to Flurrie's house (page 37).
- ☐ Next to the love seat in Flurrie's bedroom (page 37).

THE GREAT TREE

- ☐ At the right end of the room directly above the first Save Block (page 38).
- ☐ In the center of the blue prison cell (page 38).
- ☐ In the first large bush to the right of Pungent's Shop (page 38).

- ☐ Hidden behind the warp pipe to the left of the big tree stump (page 39).
- ☐ Behind the warp pipe in the room beneath the prison cell that drops on you (page 39).
- ☐ In one of the bushes in the room above where Lord Crump stole the Crystal Star from you (page 39).

GLITZVILLE

- ☐ Behind the telephone booth (page 44).
- ☐ Below the blimp landing point (page 44).
- ☐ Behind the ferns to the right of the steps that lead to the arena (page 44).
- ☐ Beneath the billboard on the roof of the juice shop. Toss Koops to retrieve the Star Piece (page 44).
- ☐ Behind the counter in the juice ship (page 44).
- ☐ To the right of the west staircase in the arena lobby (page 44).
- ☐ In the right-hand drawer of the desk in Grubba's office (page 45).
- ☐ Behind the planter in the lower left-hand corner of Grubba's office (page 45).
- ☐ Behind the big yellow block in the room where you find the injured fighters (page 45).
- ☐ Near the center on the first floor of the Storage Room (page 45).

TWILIGHT TOWN

- ☐ Between the first two houses on the west side of town (page 50).
- ☐ In one of the bushes (near the tree) on the west side of town (page 50).
- ☐ Behind the barrels that are inside the fence on the east side of town (page 50).

TWILIGHT TRAIL

- ☐ Behind the fallen tree that blocks your path (page 51).
- ☐ Behind the warp pipe that follows the aforementioned fallen tree (page 51).
- ☐ Behind the wall in front of Creepy Steeple (page 51).

CREEPY STEEPLE

- ☐ Beyond the small opening at the beginning of the first hall. Roll into a tube to enter the opening (page 52).
- ☐ On the right side of the room with the moving stairs (page 52).
- ☐ In the background in the room where you free the Boos (page 53). You'll get back there after you drop down the well.
- ☐ Near the door in the parrot's room (page 53).

KEELHAUL KEY

- ☐ Near the small gap in the rock formation on the right side of the shore (page 58).
- ☐ On the left side of the beach in the shantytown (page 58).
- ☐ Behind the rocks on the right side of the beach in the shantytown (page 58).
- ☐ In the first bush you see after leaving the shantytown (page 58).
- ☐ Behind the root in front of the right-hand side of the cliff (page 58).
- ☐ Behind a rock formation in the foreground, to the left of the red stone in front of the Pirate's Grotto entrance (page 59).

PIRATE'S GROTTO

- ☐ On a small platform in the water, to the left of the spears that protrude from the floor (page 60).
- ☐ Near the doorway to your right at the top of the large waterfall (page 61).
- ☐ Inside a barrel at the top of the room where you find the Grotto Key. Ride the crate to reach the Star Piece (page 61).
- ☐ In the center of the room behind the locked door (page 61).

EXCESS EXPRESS

- ☐ Next to the seats in cabin 004 (page 66).
- ☐ Inside the nightstand in cabin 008 (page 66).
- ☐ In front of the engine in the engine room (page 66).
- ☐ In Chef Shimi's possession. He'll give you the Star Piece when you return the Galley Pot to him (page 66).
- ☐ In the waitress's possession. She'll give you the Star Piece if you return the Shell Earrings to her (page 66).

RIVERSIDE STATION

- ☐ Hidden behind the cylinder on which the Storage Key rests (page 67).

POSHLEY HEIGHTS

- ☐ In front of the stairs that lead to the Excess Express (page 68).
- ☐ Behind the lawn chair to the left of the blue house on the west side of town (page 68).
- ☐ Behind the picket fence next to the pink house. Walk through the hedge to reach the Star Piece (page 68).
- ☐ Behind the hedge to the left of the house that's next to the hotel (page 68).

FAHR OUTPOST

- ☐ To the left of the warp pipe (page 74).
- ☐ Hidden behind a shrub in the center of the first area that follows the warp pipe (page 74).
- ☐ Behind the broken wall in the area before you reach the outpost (page 74).
- ☐ Behind the broken wall in the western part of the Fahr Outpost (page 74).
- ☐ To the left of the cannon in the eastern part of the Fahr Outpost (page 74).
- ☐ Behind the boxes in the far-right house (page 74).

THE MOON

- ☐ Inside a cracked rock in the area where you can see the X-Naut Fotress in the background (page 76).

X-NAUT FORTRESS

- ☐ On the crane platform. Acquire the Cog, then operate the crane to pick up the Star Piece (page 77).
- ☐ At the left end of the air duct. Spring-Jump through the open vent to get up there (page 78).

ITEMS

THE FOLLOWING PAGES DESCRIBE EVERY ITEM AND GIVE THE LOCATIONS FOR WHERE YOU CAN FIND THEM. THE ITEMS ARE ORGANIZED BY CATEGORY.

ATTACK ITEMS	DESCRIPTION	LOCATION
COCONUT BOMB	Throw it to attack an enemy. (Coconut + Fire Flower)	ZESS T.'S HOUSE
COURAGE MEAL	Throw it to attack an enemy. (Courage Shell + Zess Dinner)	ZESS T.'S HOUSE
EARTH QUAKE	Attacks all ground-bound enemies.	SOUVENIR SHOP
EGG BOMB	Throw it to attack an enemy. (Mystic Egg + Fire Flower)	ZESS T.'S HOUSE
FIRE FLOWER	Attacks all enemies with fireballs and burns them.	TOAD BROS. BAZAAR
HP DRAIN	Simultaneously attacks foes and replenishes your own HP.	PUNGENT'S SHOP
ICE STORM	Drops shooting stars on all enemies and freezes them.	PUNGENT'S SHOP
POW BLOCK	Attacks all ground-bound enemies.	NIFF T.'S SHOP
SHOOTING STAR	Drops shooting stars on all enemies and confuses them.	NORTHWINDS MART
THUNDER BOLT	Drops lightning on an enemy and stuns it.	WESTSIDE GOODS
THUNDER RAGE	Drops lightning on all enemies and stuns them.	TWILIGHT SHOP
ZESS DYNAMITE	Toss it to attack all foes. (Egg Bomb + Coconut Bomb)	ZESS T.'S HOUSE

DEFENSE ITEMS	DESCRIPTION	LOCATION
BOO'S SHEET	Makes you invisible, so attacks against you miss.	SALES STALL
COURAGE SHELL	Gives your partner courage to boost his or her defense.	NIFF T.'S SHOP
LOVE PUDDING	Makes you invisible, electrified or sleepy. (Mystic Egg + Mango Delight)	ZESS T.'S HOUSE
PEACH TART	Makes you electrified, dodgy or sleepy. (Cake Mix + Peachy Peach)	ZESS T.'S HOUSE
REPEL CAPE	Raises your evasion, making you harder to hit.	SOUVENIR SHOP
VOLT SHROOM	Electrifies you to damage direct attackers.	WESTSIDE GOODS

RECOVERY ITEMS	DESCRIPTION	LOCATION
CAKE MIX	An ingredient for making treats.	PIANTA PARLOR
CHOCO CAKE	Replenishes 5 HP and 15 FP. (Cake Mix + Inky Sauce)	ZESS T.'S HOUSE
COCO CANDY	Replenishes 3 HP and 15 FP. (Coconut + Cake Mix)	ZESS T.'S HOUSE
COCONUT	Fruit from a tropical island. To be honest, it ain't tasty.	KEELHAUL GALLERIA
DRIED BOUQUET	Beautiful flowers made by Bub-ulber. Replenishes 1 HP.	PETALBURG
DRIED SHROOM	A less-than-tasty dried mushroom. Replenishes 1 HP.	WESTSIDE GOODS
ELECTRO POP	Replenishes 15 FP. (Cake Mix + Volt Shroom)	ZESS T.'S HOUSE
FIRE POP	Replenishes 20 FP. (Cake Mix + Fire Flower)	ZESS T.'S HOUSE
FRESH JUICE	Refills 5 FP and cures poison. (Steep Honey Syrup)	ZESS T.'S HOUSE
FRESH PASTA	Poshley Heights pasta. Replenishes 10 HP and 5 FP.	POSHLEY HEIGHTS
FRIED EGG	Replenishes 10 HP. (Cook a Mystic Egg)	ZESS T.'S HOUSE
FRUIT PARFAIT	Replenishes 10 HP and 2 FP. (Keel Mango + Peachy Peach)	ZESS T.'S HOUSE
GOLDEN LEAF	A weird leaf found in Creepy Steeple. Replenishes 10 FP.	CREEPY STEEPLE
HEALTHY SALAD	Replenishes 15 FP and cures poisoning. (Turtley Leaf + Horsetail)	ZESS T.'S HOUSE
HEARTFUL CAKE	Replenishes 20 FP, but also softens you. (Cake Mix + Ruin Powder)	ZESS T.'S HOUSE
HONEY CANDY	Replenishes 20 FP. (Honey Syrup + Cake Mix)	ZESS T.'S HOUSE
HONEY SHROOM	Replenishes 5 HP and 5 FP. (Mushroom + Honey Syrup)	ZESS T.'S HOUSE
HONEY SUPER	Replenishes 10 HP and 5 FP. (Super Shroom + Honey Syrup)	ZESS T.'S HOUSE
HONEY SYRUP	A sweet snack. Restores 5 FP.	TOAD BROS. BAZAAR
HONEY ULTRA	Replenishes 50 HP and 5 FP. (Ultra Shroom + Honey Syrup)	ZESS T.'S HOUSE
HORSETAIL	A plant found in Petal Meadows. Replenishes 3 HP.	PETAL MEADOWS
HOT DOG	Mr. Hoggle's meaty work of art. Refills 5 HP and 5 FP.	HOT DOG STAND
ICICLE POP	Replenishes 10 HP. (Honey Syrup + Ice Storm)	ZESS T.'S HOUSE

RECOVERY ITEMS	DESCRIPTION	LOCATION
INK PASTA	Replenishes 10 HP and 30 FP. (Fresh Pasta + Inky Sauce)	ZESS T.'S HOUSE
INKY SAUCE	Replenishes 30 FP. (Hot Sauce + Turtley Leaf)	ZESS T.'S HOUSE
JAMMIN' JELLY	Restores 50 FP.	UNDERGROUND SHOP
JELLY CANDY	Replenishes 64 FP. (Jammin' Jelly + Cake Mix)	ZESS T.'S HOUSE
JELLY SHROOM	Replenishes 5 HP and 50 FP. (Mushroom + Jammin' Jelly)	ZESS T.'S HOUSE
JELLY SUPER	Replenishes 10 HP and 50 FP. (Super Shroom + Jammin' Jelly)	ZESS T.'S HOUSE
JELLY ULTRA	Replenishes 50 HP and 50 FP. (Ultra Shroom + Jammin' Jell).	ZESS T.'S HOUSE
KEEL MANGO	Replenishes 5 HP.	KEELHAUL GALLERIA
KOOPA BUN	Replenishes 15 FP. (Turtley Leaf + Keel Mango)	ZESS T.'S HOUSE
KOOPA TEA	Replenishes 7 FP. (Steep a Turtley Leaf)	ZESS T.'S HOUSE
KOOPASTA	Replenishes 7 HP and 7 FP. (Fresh Pasta + Turtley Leaf)	ZESS T.'S HOUSE
LIFE SHROOM	Restores 10 HP when Mario or his partner falls.	WESTSIDE GOODS
MANGO DELIGHT	Replenishes 10 HP and 3 FP. (Keel Mango + Cake Mix)	ZESS T.'S HOUSE
MAPLE SHROOM	Replenishes 5 HP and 10 FP. (Mushroom + Maple Syrup)	ZESS T.'S HOUSE
MAPLE SUPER	Replenishes 10 HP and 10 FP. (Super Shroom + Maple Syrup)	ZESS T.'S HOUSE
MAPLE SYRUP	Replenishes 10 FP.	TWILIGHT SHOP
MAPLE ULTRA	Replenishes 50 HP and 10 FP. (Ultra Shroom + Maple Syrup)	ZESS T.'S HOUSE
METEOR MEAL	Refills 7 HP and gradually recovers even more. (Shooting Star + Fried Shrooms)	ZESS T.'S HOUSE
MISTAKE	Replenishes 1 FP and 1 HP. (Mix incompatible ingredients)	ZESS T.'S HOUSE
MOUSSE CAKE	Replenishes 15 FP. (Cook Cake Mix)	ZESS T.'S HOUSE
MUSHROOM	Replenishes 5 HP.	TOAD BROS. BAZAAR
MYSTIC EGG	Replenishes 5 HP.	THE GREAT TREE
OMELETTE MEAL	Replenishes 5 HP and 5 FP. (Mystic Egg + Horsetail)	ZESS T.'S HOUSE
PEACHY PEACH	Replenishes 1 HP and 2 FP.	TWILIGHT TOWN
SHROOM CAKE	Replenishes 10 HP and 10 FP. (Mushroom + Cake Mix)	ZESS T.'S HOUSE
SHROOM CREPE	Replenishes 30 HP and 20 FP. (Ultra Shroom + Cake Mix)	ZESS T.'S HOUSE
SHROOM FRY	Replenishes 6 HP and 2 FP. (Mushroom + Super Shroom)	ZESS T.'S HOUSE
SHROOM ROAST	Replenishes 15 HP and 5 FP. (Life Shroom + Slow Shroom)	ZESS T.'S HOUSE
SHROOM STEAK	Replenishes 30 HP and 10 FP. (Cook an Ultra Shroom)	ZESS T.'S HOUSE
SNOW BUNNY	Refills 30 HP but freezes you. (Golden Leaf + Ice Storm)	ZESS T.'S HOUSE
SPACE FOOD	Replenishes 5 HP. (Dried Flowers + a variety of foods)	ZESS T.'S HOUSE
SPAGHETTI	Replenishes 6 HP and 4 FP. (Cook Fresh Pasta)	ZESS T.'S HOUSE
SPICY PASTA	Replenishes 10 HP and 10 FP. (Fresh Pasta + Hot Sauce)	ZESS T.'S HOUSE
SPICY SOUP	Replenishes 4 HP and 7 FP. (Cook a Fire Flower)	ZESS T.'S HOUSE
SUPER SHROOM	Replenishes 10 HP.	WESTSIDE GOODS
TASTY TONIC	Cures poison and other ailments.	TOAD BROS. BAZAAR
TURTLEY LEAF	Replenishes 3 FP.	NIFF T.'S SHOP
ULTRA SHROOM	Replenishes 50 HP.	UNDERGROUND SHOP
WHACKA BUMP	Replenishes 25 HP and 25 FP.	KEELHAUL GALLERIA
ZESS COOKIE	Replenishes 15 HP and 15 FP. (Cake Mix + Gradual Syrup)	ZESS T.'S HOUSE
ZESS DELUXE	Replenishes 40 HP and 40 FP. (Golden Leaf + Whacka's Bump)	ZESS T.'S HOUSE
ZESS DINNER	Replenishes 10 HP and 10 FP. (Mushroom + Horsetail)	ZESS T.'S HOUSE
ZESS FRAPPE	Replenishes 20 HP. (Maple Syrup + Ice Storm)	ZESS T.'S HOUSE
ZESS SPECIAL	Replenishes 20 HP and 20 FP. (Ultra Shroom + Slow Shroom)	ZESS T.'S HOUSE
ZESS TEA	Replenishes 20 FP. (Steep a Golden Leaf)	ZESS T.'S HOUSE

SUPPORT ITEMS	DESCRIPTION	LOCATION
COUPLE'S CAKE	Slowly refills HP. You can't eat it alone. (Snow Bunny + Spicy Soup)	ZESS T.'S HOUSE
DIZZY DIAL	Makes all enemies dizzy, decreasing their accuracy.	WESTSIDE GOODS
GRADUAL SYRUP	Makes allies recover FP gradually for a brief period.	UNDERGROUND SHOP
HOT SAUCE	A popular sauce with captivating spiciness.	GLITZVILLE
MINI MR. MINI	Briefly shrinks enemies, dropping their attack power.	PUNGENT'S SHOP
MR. SOFTENER	Softens up enemies for a bit, decreasing their defense.	NIFF T.'S SHOP
POWER PUNCH	Boosts your partner's attack power by adding buffness.	SOUVENIR SHOP

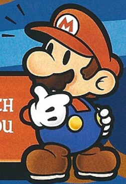
SUPPORT ITEMS	DESCRIPTION	LOCATION
RUIN POWDER	Confuses all enemies, hindering their attacks.	NORTHWINDS MART
SHROOM BROTH	Gradually replenishes HP. (Slow Shroom + Golden Leaf)	ZESS T.'S HOUSE
SLEEPY SHEEP	Temporarily puts all enemies to sleep, immobilizing them.	TOAD BROS. BAZAAR
SLOW SHROOM	Makes allies recover HP gradually for a brief period.	UNDERGROUND SHOP
SPITE POUCH	Briefly does half-damage to all foes who attack directly.	TWILIGHT SHOP
STOP WATCH	Temporarily immobilizes all enemies.	TWILIGHT SHOP

OTHER ITEMS	DESCRIPTION	LOCATION
FRIGHT MASK	Summons a scary spirit to chase some enemies away.	TOAD BROS. BAZAAR
INN COUPON	Lets you stay one free night at an inn.	PETAL MEADOWS
MYSTERY	Who knows what this does? Take a chance and find out!	PUNGENT'S SHOP
POINT SWAP	Swaps your partner's HP and FP. (Cannot exceed max.)	SOUVENIR SHOP
POISON SHROOM	Eat it and it'll poison you! (Slow Shroom + Inky Sauce)	ZESS T.'S HOUSE
TRIAL STEW	Yields incredible results. (Couple's Cake + Poison Shroom)	ZESS T.'S HOUSE

IMPORTANT ITEMS	DESCRIPTION	LOCATION
AUTOGRAPH	The autograph of the Excess Express engineer.	EXCESS EXPRESS
BATTLE TRUNKS	Trunks some wrestler wore to tatters.	THE GLITZ PIT
BLACK KEY (4)	A strange black key . . . but what could it be for?	VARIOUS LOCATIONS
BLANKET	The conductor's blanket. Without this, he's freezing.	EXCESS EXPRESS
BLIMP TICKET	A ticket for the airship that travels to Glitzville.	ROGUEPORT
BLUE KEY	A key that opens the blue cell door.	THE GREAT TREE
BLUE POTION	A lovely colored potion. What kind of effect will it have?	X-NAUT FORTRESS
BOX	The thing McGoomba asked you to deliver to Goomfrey.	ROGUEPORT
BRIEFCASE	A heavy briefcase with Nitro Honey Syrup specs inside.	EXCESS EXPRESS
CARD KEY (4)	A card key that opens a door in the X-Naut base.	X-NAUT FORTRESS
CASTLE KEY (4)	A key that opens a door in Hooktail Castle.	HOOKTAIL CASTLE
CAVE KEY	A key that opens a door inside the cave.	PIRATE'S GROTTO
CHAMP'S BELT	The champ's belt you earned when you beat Rawk Hawk.	THE GLITZ PIT
CHUCKOLA COLA	Flavio's treasured beverage. (Actually, it's Bobbery's!)	KEELHAUL GALLERIA
COG	A cog needed to operate the crane.	X-NAUT FORTRESS
CONTACT LENS	An aid for poor vision. Does Mario really need this?	TOAD BROS. BAZAAR
COOKBOOK	A rather old cookbook penned by Maitre Delish.	CREEPY STEEPLE
DATA DISK	A disk from Grodus's room. What kind of data is on it?	X-NAUT FORTRESS
DUBIOUS PAPER	A letter that looks like it has lots of important stuff in it.	THE GLITZ PIT
ELEVATOR KEY (3)	A card key that operates an elevator in the X-Naut base.	X-NAUT FORTRESS
FLOODGATE HANDLE	A handle used to open the floodgates.	PIRATE'S GROTTO
GALLEY KETTLE	An empty stewpot. This thing looks like it was licked clean!	EXCESS EXPRESS
GOLD BAR	A gold bar.	UNDERGROUND SHOP
GOLD BAR x3	Three gold bars.	UNDERGROUND SHOP
GOLD CARD	A parlor card that lets you play the Tube Mode game.	ROGUEPORT (TROUBLE CENTER)
GOLD RING	The ring Toodles lost. It looks quite expensive.	EXCESS EXPRESS
GOLDBOB'S PERMISSION	Goldbob's user's manual for the Fahr Outpost cannon.	POSHLEY HEIGHTS
GREEN POTION	A pretty-colored potion. What kind of effect will it have?	X-NAUT FORTRESS
HOUSE KEY	A key to a house. Whoever lost it probably needs it back.	ROGUEPORT
LOTTERY PICK	A lottery ticket from Lucky's booth.	ROGUEPORT
MOON STONE	A mystical stone shaped like the moon.	SHHWONK FORTRESS
NECKLACE	Flurrie's favorite necklace.	BOGGLY WOODS
OLD LETTER	The letter Scarlette wrote to Bobbery on her deathbed.	ROGUEPORT
PALACE KEY (11)	A key for a pedestal in the Palace of Shadow.	PALACE OF SHADOW

IMPORTANT ITEMS	DESCRIPTION	LOCATION
PLATINUM CARD	A parlor card that lets you play the Boat Mode game.	POSHLEY HEIGHTS (TROUBLE CENTER)
PRESENT	The thing Bub asked you to deliver to Sylvia.	POSHLEY HEIGHTS
PUNI ORB	The emblem of a Puni leader, given to you by the elder.	THE GREAT TREE
RAGGED DIARY	The diary the ghost kept. You shouldn't read it.	EXCESS EXPRESS
RED KEY	A key that opens the red cell door.	THE GREAT TREE
RED POTION	A vividly colored potion. What kind of effect will it have?	X-NAUT FORTRESS
ROUTING SLIP	A Silver Club routing slip. It's so well used, it's tattered.	TWILIGHT TOWN
SHELL EARRINGS	Earrings lost by the waitress. They remind her of her ex.	EXCESS EXPRESS
SHINE SPRITE	A mysterious, powerful object. Collecting these will help!	VARIOUS LOCATIONS
SILVER CARD	A parlor card that lets you play the Paper Mode game.	PIT OF 100 TRIALS (TROUBLE CENTER)
SKULL GEM	The pride of Flavio's family. Can it be set into Skull Rock?	KELLHAUL GALLERIA
SPECIAL CARD	A parlor card that lets you play the Plane Mode game.	HOOKTAIL CASTLE (TROUBLE CENTER)
STAR KEY	A strange, star-shaped stone.	PALACE OF SHADOW
STAR PIECE	A lovely piece of a star.	VARIOUS LOCATIONS
STATION KEY	The key that opens the entrance to the station.	RIVERSIDE STATION
STATION KEY (2)	A key that opens a door in the station.	RIVERSIDE STATION
STEEPLE KEY (2)	A key that opens a door in Creepy Steeple.	CREEPY STEEPLE
STORAGE KEY (3)	A key that opens a door in the Glitz Pit storage room.	VARIOUS LOCATIONS
STRANGE SACK	A sack that allows you to carry 20 items at a time.	PIT OF 100 TRIALS
SUN STONE	A mystical stone shaped like the sun.	SHHWONK FORTRESS
SUPER LUIGI	"Super Luigi: Book 1" Super-popular! Now on sale!	TOAD BROS. BAZAAR
SUPER LUIGI 2	"Super Luigi: Book 2" Manager's pick!!!	TOAD BROS. BAZAAR
SUPER LUIGI 3	"Super Luigi: Book 3" This month's best-seller!!!	TOAD BROS. BAZAAR
SUPER LUIGI 4	"Super Luigi: Book 4" The fan favorite!!!	TOAD BROS. BAZAAR
SUPER LUIGI 5	"Super Luigi: Book 5" Coming soon to theaters!!!	TOAD BROS. BAZAAR
SUPERBOMB BOMB	Won't Vivian be punished if she doesn't find this?	TWILIGHT TOWN
THE LETTER "P"	A letter needed to get Mario's name and body back.	CREEPY STEEPLE
TRAIN TICKET	A ticket for the ritzy train to Poshley Heights.	ROGUEPORT
ULTRA STONE	A stone that helps raise your partners to the highest rank.	ROGUEPORT
UP ARROW	It's unclear what this means. You should ask somebody.	HOOKTAIL CASTLE
VITAL PAPER	This . . . looks like something very important and complicated.	EXCESS EXPRESS
WEDDING RING	A pricey ring, the symbol of Frankie and Francesca's love.	KEELHAUL GALLERIA
WRESTLING MAG	A mag that Jolene returned. Deliver it to Toodles.	THE GLITZ PIT
YELLOW POTION	A pale-colored potion. What kind of effect will it have?	X-NAUT FORTRESS

SHOP LIST



THE LIST ON THE LEFT SHOWS INVENTORY AND PRICES FOR EACH SHOP. THE LIST ON THE RIGHT SHOWS THE STORES WHERE YOU CAN SELL PARTICULAR ITEMS FOR THE BEST PRICES.

BUY

TOAD BROS. BAZAAR (PAGE 20)	
FIRE FLOWER	10
FRIGHT MASK	5
HONEY SYRUP	5
MUSHROOM	5
SLEEPY SHEEP	8
TASTY TONIC	3

WESTSIDE GOODS (PAGE 21)	
DIZZY DIAL	12
DRIED SHROOM	2
LIFE SHROOM	50
SUPER SHROOM	20
THUNDER BOLT	10
VOLT SHROOM	10

UNDERGROUND SHOP (PAGE 23)	
GOLD BAR	110
GOLD BAR X 3	350
GRADUAL SYRUP	15
JAMMIN' JELLY	200
SLOW SHROOM	15
ULTRA SHROOM	200

NIFF T.'S SHOP (PAGE 28)	
COURAGE SHELL	5
FIRE FLOWER	8
HONEY SYRUP	5
MR. SOFTENER	8
MUSHROOM	4
POW BLOCK	5

PUNGENT'S SHOP (PAGE 38)	
HONEY SYRUP	5
HP DRAIN	10
ICE STORM	15
MINI MR. MINI	8
MUSHROOM	3
MYSTERY	3

SOUVENIR SHOP (PAGE 44)	
EARTH QUAKE	15
POINT SWAP	5
POWER PUNCH	15
REPEL CAPE	15
SUPER SHROOM	15
THUNDER BOLT	12

HOT DOG STAND (PAGE 44)	
HOT DOG	10

RATOOEY (PAGE 127)	
HOT SAUCE	10

TWILIGHT SHOP (PAGE 50)	
LIFE SHROOM	40
MAPLE SYRUP	20
SPITE POUCH	10
STOP WATCH	30
SUPER SHROOM	15
THUNDER RAGE	20

KEELHAUL GALLERIA (PAGE 58)	
FIRE FLOWER	5
FRIGHT MASK	2
HONEY SYRUP	3
ICE STORM	15
SLEEPY SHEEP	10
SUPER SHROOM	12

SALES STALL (PAGE 66)	
BOO'S SHEET	20
MAPLE SYRUP	15
MYSTERY	3
SUPER SHROOM	15
TASTY TONIC	3
THUNDER RAGE	15

NORTHWINDS MART (PAGE 74)	
ICE STORM	6
MAPLE SYRUP	20
RUIN POWDER	15
SHOOTING STAR	30
STOP WATCH	12
SUPER SHROOM	15

CHARLIETON (PAGE 128)	
FIRE FLOWER	10
HONEY SYRUP	10
MAPLE SYRUP	20
MUSHROOM	5
SUPER SHROOM	20
THUNDER RAGE	20

CHARLIETON (PAGE 20)	
BOO'S SHEET	24
DRIED SHROOM	2
EARTH QUAKE	18
JAMMIN' JELLY	120
REPEL CAPE	18
SHOOTiNG STAR	36
STOP WATCH	24
ULTRA SHROOM	120

SOUVENIR SHOP (PAGE 68)	
FRESH PASTA	50

Charlieton's items get more expensive the deeper you delve into the Pit of 100 Trials. It's quite the racket.

PREMIUM SELL

TOAD BROS. BAZAAR (PAGE 20)	
CAKE MIX	5
COCONUT	2
DRIED BOUQUET	12
FRESH PASTA	53
GOLDEN LEAF	4
HORSETAIL	2
HOT SAUCE	11
KEEL MANGO	3
MYSTIC EGG	5
PEACHY PEACH	4
TURTLEY LEAF	2

WESTSIDE GOODS (PAGE 21)	
COCONUT	2
HORSETAIL	2
KEEL MANGO	3
TURTLEY LEAF	2

UNDERGROUND SHOP (PAGE 23)	
COCONUT BOMB	8
COURAGE MEAL	20
EGG BOMB	15
POISON SHROOM	25
ZESS DYNAMITE	40

NIFF T.'S SHOP (PAGE 28)	
DRIED BOUQUET	2
GOLDEN LEAF	5
KOOPASTA	60
KOOPA BUN	10
KOOPA TEA	4
SLEEPY SHEEP	10

PUNGENT'S SHOP (PAGE 38)	
FRIGHT MASK	4
LIFE SHROOM	43
POWER PUNCH	17
SUPER SHROOM	14
ULTRA SHROOM	75

SOUVENIR SHOP (PAGE 44)	
COCONUT	3
KEEL MANGO	3
PEACHY PEACH	6
ZESS DELUXE	75
ZESS DINNER	15
ZESS SPECIAL	25

TWILIGHT SHOP (PAGE 50)	
DRIED BOUQUET	14
DRIED SHROOM	4
HOT SAUCE	12
JELLY ULTRA	200
MISTAKE	3

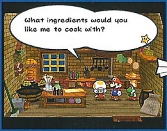
KEELHAUL GALLERIA (PAGE 58)	
HOT DOG	13
ICICLE POP	20
SNOW BUNNY	15
TASTY TONIC	5
ZESS FRAPPE	35

SALES STALL (PAGE 66)	
CAKE MIX	8
COCONUT	4
DRIED BOUQUET	17
GOLDEN LEAF	7
HORSETAIL	5
HOT SAUCE	15
KEEL MANGO	4
MYSTIC EGG	6
PEACHY PEACH	8
TURTLEY LEAF	5

NORTHWINDS MART (PAGE 74)	
FIRE FLOWER	8
FIRE POP	24
HOT SAUCE	14
INKY SAUCE	15
SPICY PASTA	60
SPICY SOUP	20

ZESS T.'S MENU

ZESS T. CAN USE ALMOST ANY INGREDIENTS TO CREATE A VARIETY OF DELICIOUS DISHES. YOU'LL FIND ALL OF HER RECIPES ON THE FOLLOWING PAGES. BON APPETIT!



EXPAND THE MENU

Initially, Zess T.'s culinary skills are limited to recipes that consist of only a single ingredient. If you give her Maitre Delish's cookbook, however, she can combine two ingredients for more complex dishes. See page 126 for more information on the cookbook side quest.

ITEM	INGREDIENTS	
CHOCO CAKE	CAKE MIX	+ INKY SAUCE
	MOUSSE	+ INKY SAUCE
COCO CANDY	CAKE MIX	+ COCONUT
COCONUT	DRIED FLOWERS	+ KOKONUT BOMB
COCONUT BOMB	COCONUT	+ FIRE FLOWER
COUPLE'S CAKE	SNOW BUNNY	+ SPICY SOUP
COURAGE MEAL	COURAGE SHELL	+ ZESS DELUXE
	COURAGE SHELL	+ ZESS DINNER
	COURAGE SHELL	+ ZESS SPECIAL
COURAGE SHELL	DRIED FLOWERS	+ COURAGE MEAL
	POINT SWAP	+ MR. SOFTENER
DRIED SHROOM	LIFE SHROOM	+ MR. SOFTENER
	MUSHROOM	+ MR. SOFTENER
	SUPER SHROOM	+ MR. SOFTENER
	ULTRA SHROOM	+ MR. SOFTENER
EARTH QUAKE	POINT SWAP	+ THUNDER BOLT
EGG BOMB	DRIED FLOWERS	+ ZESS DYNAMITE
	MYSTIC EGG	+ FIRE FLOWER
ELECTRO POP	CAKE MIX	+ VOLT SHROOM
FIRE FLOWER	POINT SWAP	+ ICE STORM
FIRE POP	CAKE MIX	+ FIRE FLOWER
	CAKE MIX	+ HOT SAUCE
FRESH JUICE	GRADUAL SYRUP	
	HONEY SYRUP	
	JAMMIN' JELLY	
	KEEL MANGO	
	MAPLE SYRUP	
	PEACHY PEACH	
	GRADUAL SYRUP	+ TURTLEY LEAF
	HONEY SYRUP	+ GRADUAL SYRUP
	HONEY SYRUP	+ JAMMIN' JELLY
	HONEY SYRUP	+ MAPLE SYRUP
	HONEY SYRUP	+ TURTLEY LEAF
	JAMMIN' JELLY	+ GRADUAL SYRUP
	JAMMIN' JELLY	+ TURTLEY LEAF
	KEEL MANGO	+ COCONUT
FRESH JUICE	MAPLE SYRUP	+ GRADUAL SYRUP
	MAPLE SYRUP	+ TURTLEY LEAF
	PEACHY PEACH	+ COCONUT
	TURTLEY LEAF	+ COCONUT
FRIED EGG	MYSTIC EGG	
FRIED SHROOM	DRIED SHROOM*	
	MUSHROOM	
	POISON SHROOM*	
	SUPER SHROOM	
	VOLT SHROOM	
	DRIED SHROOM	+ FIRE FLOWER
	DRIED SHROOM	+ VOLT SHROOM
	MUSHROOM	+ DRIED SHROOM
FRUIT PARFAIT	GRADUAL SYRUP	+ KEEL MANGO
	HONEY SYRUP	+ KEEL MANGO
	HONEY SYRUP	+ PEACHY PEACH
	JAMMIN' JELLY	+ KEEL MANGO
	JAMMIN' JELLY	+ PEACHY PEACH
	KEEL MANGO	+ PEACHY PEACH
	MAPLE SYRUP	+ KEEL MANGO
	MAPLE SYRUP	+ PEACHY PEACH
GOLD BAR	POINT SWAP	+ GOLD BAR X 3
HEALTHY SALAD	GOLDEN LEAF	+ TURTLEY LEAF
	TURTLEY LEAF	+ HORSETAIL
HEARTFUL CAKE	CAKE MIX	+ RUIN POWDER
	PEACHY PEACH	+ RUIN POWDER
HONEY CANDY	HONEY SYRUP	+ CAKE MIX
HONEY SHROOM	HONEY SYRUP	+ VOLT SHROOM
	MUSHROOM	+ HONEY SYRUP
HONEY SUPER	LIFE SHROOM	+ HONEY SYRUP
	SUPER SHROOM	+ HONEY SYRUP
HONEY SYRUP	POINT SWAP	+ GRADUAL SYRUP
	POINT SWAP	+ MUSHROOM
HONEY ULTRA	ULTRA SHROOM	+ HONEY SYRUP
ICE STORM	POINT SWAP	+ FIRE FLOWER
ICICLE POP	HONEY SYRUP	+ ICE STORM

ITEM	INGREDIENTS		
INK PASTA	FRESH PASTA	+	INKY SAUCE
	INKY SAUCE	+	KOOPASTA
	INKY SAUCE	+	SPAGHETTI
	INKY SAUCE	+	SPICY PASTA
INKY SAUCE	HOT SAUCE	+	FRESH JUICE
	HOT SAUCE	+	KOOPA TEA
	HOT SAUCE	+	SHROOM BROTH
	HOT SAUCE	+	TURTLEY LEAF
	HOT SAUCE	+	ZESS TEA
	TASTY TONIC	+	HOT SAUCE
JAMMIN' JELLY	POINT SWAP	+	ULTRA SHROOM
JELLY CANDY	JAMMIN' JELLY	+	CAKE MIX
JELLY SHROOM	JAMMIN' JELLY	+	VOLT SHROOM
	MUSHROOM	+	JAMMIN' JELLY
JELLY SUPER	LIFE SHROOM	+	JAMMIN' JELLY
	SUPER SHROOM	+	JAMMIN' JELLY
JELLY ULTRA	ULTRA SHROOM	+	JAMMIN' JELLY
KOOPA BUN	KEEL MANGO	+	TURTLEY LEAF
KOOPA TEA	TURTLEY LEAF		
KOOPASTA	FRESH PASTA	+	TURTLEY LEAF
	TURTLEY LEAF	+	SPAGHETTI
LOVE PUDDING	MYSTIC EGG	+	MANGO DELIGHT
MANGO DELIGHT	KEEL MANGO	+	CAKE MIX
	LIFE SHROOM	+	MAPLE SYRUP
	SUPER SHROOM	+	MAPLE SYRUP
MAPLE SHROOM	MAPLE SYRUP	+	VOLT SHROOM
	MUSHROOM	+	MAPLE SYRUP
MAPLE SUPER	SUPER SHROOM	+	MAPLE SYRUP
MAPLE SYRUP	POINT SWAP	+	SUPER SHROOM
MAPLE ULTRA	ULTRA SHROOM	+	MAPLE SYRUP
METEOR MEAL	SHOOTING STAR	+	SHROOM FRY
	SHOOTING STAR	+	SHROOM ROAST
	SHOOTING STAR	+	SHROOM STEAK
MINI MR. MINI	POINT SWAP	+	POWER PUNCH
MOUSSE CAKE	CAKE MIX		
MR. SOFTENER	POINT SWAP	+	COURAGE SHELL
MUSHROOM	DRIED SHROOM	+	HOT SAUCE
	DRIED SHROOM	+	PEACHY PEACH
	DRIED SHROOM	+	POWER PUNCH
	POINT SWAP	+	DRIED SHROOM
	POINT SWAP	+	GOLD BAR
	POINT SWAP	+	HONEY SYRUP
	POINT SWAP	+	POISON SHROOM
OMELETTE MEAL	LIFE SHROOM	+	MYSTIC EGG
	MUSHROOM	+	MYSTIC EGG
	MYSTIC EGG	+	HORSETAIL
	SUPER SHROOM	+	MYSTIC EGG
	ULTRA SHROOM	+	MYSTIC EGG
PEACH TART	CAKE MIX	+	PEACHY PEACH
POISON SHROOM	DRIED BOUQUET	+	TRIAL STEW
POWER PUNCH	POINT SWAP	+	MINI MR. MINI
RANDOM ITEM	POINT SWAP	+	MYSTERY
REPEL CAPE	POINT SWAP	+	BOO'S SHEET
RUIN POWDER	POINT SWAP	+	SPITE POUCH
SHOOTING STAR	POINT SWAP	+	THUNDER RAGE
SHROOM BROTH	GOLDEN LEAF	+	POISON SHROOM
SHROOM CAKE	LIFE SHROOM	+	CAKE MIX
	MUSHROOM	+	CAKE MIX
	SUPER SHROOM	+	CAKE MIX
SHROOM CREPE	ULTRA SHROOM	+	CAKE MIX
SHROOM FRY	MUSHROOM	+	GOLDEN LEAF
	MUSHROOM	+	TURTLEY LEAF
SHROOM ROAST	LIFE SHROOM		
	SLOW SHROOM		
	LIFE SHROOM	+	VOLT SHROOM
	MUSHROOM	+	FIRE FLOWER
	MUSHROOM	+	GRADUAL SYRUP
	MUSHROOM	+	SUPER SHROOM
	MUSHROOM	+	VOLT SHROOM
	SUPER SHROOM	+	DRIED SHROOM
	SUPER SHROOM	+	GOLDEN LEAF
	SUPER SHROOM	+	TURTLEY LEAF
	SUPER SHROOM	+	VOLT SHROOM
SHROOM STEAK	ULTRA SHROOM		
	LIFE SHROOM	+	DRIED SHROOM
	LIFE SHROOM	+	GOLDEN LEAF
	LIFE SHROOM	+	TURTLEY LEAF
	MUSHROOM	+	LIFE SHROOM
	MUSHROOM	+	ULTRA SHROOM
	SUPER SHROOM	+	LIFE SHROOM
	SUPER SHROOM	+	ULTRA SHROOM
	ULTRA SHROOM	+	DRIED SHROOM
	ULTRA SHROOM	+	GOLDEN LEAF
	ULTRA SHROOM	+	LIFE SHROOM
	ULTRA SHROOM	+	TURTLEY LEAF
	ULTRA SHROOM	+	VOLT SHROOM
SLEEPY SHEEP	POINT SWAP	+	TASTY TONIC
SNOW BUNNY	GOLDEN LEAF	+	ICE STORM
SPACE FOOD	DRIED BOUQUET	+	CAKE MIX
	DRIED BOUQUET	+	CHOCO CAKE
	DRIED BOUQUET	+	COCO CANDY
	DRIED BOUQUET	+	COCONUT
	DRIED BOUQUET	+	COUPLE'S CAKE
	DRIED BOUQUET	+	EGG BOMB
	DRIED BOUQUET	+	ELECTRO POP
	DRIED BOUQUET	+	FIRE POP
	DRIED BOUQUET	+	FRESH PASTA
	DRIED BOUQUET	+	FRUIT PARFAIT
	DRIED BOUQUET	+	GOLDEN LEAF
	DRIED BOUQUET	+	HEALTHY SALAD
	DRIED BOUQUET	+	HEARTFUL CAKE
	DRIED BOUQUET	+	HONEY CANDY
	DRIED BOUQUET	+	HONEY SHROOM
	DRIED BOUQUET	+	HONEY SUPER
	DRIED BOUQUET	+	HONEY ULTRA
	DRIED BOUQUET	+	HORSETAIL
	DRIED BOUQUET	+	HOT DOG
	DRIED BOUQUET	+	INK PASTA
	DRIED BOUQUET	+	JELLY CANDY
	DRIED BOUQUET	+	JELLY SHROOM
	DRIED BOUQUET	+	JELLY SUPER
	DRIED BOUQUET	+	JELLY ULTRA
	DRIED BOUQUET	+	KEEL MANGO
	DRIED BOUQUET	+	KOOPA BUN
	DRIED BOUQUET	+	KOOPASTA

ITEM	INGREDIENTS		
SPACE FOOD	DRIED BOUQUET	+	LOVE PUDDING
	DRIED BOUQUET	+	MANGO DELIGHT
	DRIED BOUQUET	+	MAPLE SUPER
	DRIED BOUQUET	+	MAPLE SHROOM
	DRIED BOUQUET	+	MAPLE ULTRA
	DRIED BOUQUET	+	METEOR MEAL
	DRIED BOUQUET	+	MISTAKE
	DRIED BOUQUET	+	MOUSSE CAKE
	DRIED BOUQUET	+	MYSTIC EGG
	DRIED BOUQUET	+	OMELETTE MEAL
	DRIED BOUQUET	+	PEACH TART
	DRIED BOUQUET	+	PEACHY PEACH
	DRIED BOUQUET	+	POISON SHROOM
	DRIED BOUQUET	+	SHROOM CAKE
	DRIED BOUQUET	+	SHROOM CREPE
	DRIED BOUQUET	+	SHROOM FRY
	DRIED BOUQUET	+	SHROOM ROAST
	DRIED BOUQUET	+	SHROOM STEAK
	DRIED BOUQUET	+	SPAGHETTI
	DRIED BOUQUET	+	SPICY PASTA
	DRIED BOUQUET	+	TURTLEY LEAF
	DRIED BOUQUET	+	ZESS COOKIE
	DRIED BOUQUET	+	ZESS DELUXE
	DRIED BOUQUET	+	ZESS DINNER
	DRIED BOUQUET	+	ZESS SPECIAL
	DRIED SHROOM	+	DRIED BOUQUET
	LIFE SHROOM	+	DRIED BOUQUET
	MUSHROOM	+	DRIED BOUQUET
	SUPER SHROOM	+	DRIED BOUQUET
	ULTRA SHROOM	+	DRIED BOUQUET
SPAGHETTI	FRESH PASTA		
SPICY PASTA	FRESH PASTA	+	HOT SAUCE
	HOT SAUCE	+	KOOPASTA
	HOT SAUCE	+	SPAGHETTI
SPICY SOUP	DRIED BOUQUET		
	FIRE FLOWER		
	HORSETAIL*		
	SNOW BUNNY*		
	DRIED BOUQUET	+	FIRE FLOWER
	HOT SAUCE	+	FIRE FLOWER
SPITE POUCH	POINT SWAP	+	RUIN POWDER
SUPER SHROOM	POINT SWAP	+	LIFE SHROOM
	POINT SWAP	+	MAPLE SYRUP
	POINT SWAP	+	VOLT SHROOM
TASTY TONIC	COCONUT		
	HOT SAUCE*		
	HONEY SYRUP	+	HOT SAUCE
	HOT SAUCE	+	PEACHY PEACH
	JAMMIN' JELLY	+	HOT SAUCE
	MAPLE SYRUP	+	HOT SAUCE
	POINT SWAP	+	SLEEPY SHEEP
THUNDER BOLT	POINT SWAP	+	EARTH QUAKE
THUNDER RAGE	DRIED BOUQUET	+	VOLT SHROOM
	POINT SWAP	+	SHOOTING STAR
TRIAL STEW	COUPLE'S CAKE	+	POISON SHROOM
ULTRA SHROOM	POINT SWAP	+	JAMMIN' JELLY

ITEM	INGREDIENTS		
VOLT SHROOM	LIFE SHROOM	+	THUNDER BOLT
	LIFE SHROOM	+	THUNDER RAGE
	MUSHROOM	+	THUNDER BOLT
	MUSHROOM	+	THUNDER RAGE
	SUPER SHROOM	+	THUNDER BOLT
	SUPER SHROOM	+	THUNDER RAGE
	ULTRA SHROOM	+	THUNDER BOLT
	ULTRA SHROOM	+	THUNDER RAGE
ZESS COOKIE	GRADUAL SYRUP	+	CAKE MIX
	MAPLE SYRUP	+	CAKE MIX
	MYSTIC EGG	+	CAKE MIX
ZESS DELUXE	HEALTHY SALAD	+	SHROOM STEAK
	ULTRA SHROOM	+	FRESH PASTA
ZESS DINNER	COCONUT	+	SPICY PASTA
	FRESH PASTA	+	COCONUT
	FRESH PASTA	+	HEALTHY SALAD
	HEALTHY SALAD	+	FRIED SHROOM
	HEALTHY SALAD	+	KOOPASTA
	HEALTHY SALAD	+	SPAGHETTI
	LIFE SHROOM	+	FIRE FLOWER
	LIFE SHROOM	+	GRADUAL SYRUP
	LIFE SHROOM	+	HORSETAIL
	METEOR MEAL	+	FRUIT PARFAIT
	MUSHROOM	+	HORSETAIL
	MYSTIC EGG	+	FRESH PASTA
	SUPER SHROOM	+	FIRE FLOWER
	SUPER SHROOM	+	GRADUAL SYRUP
	SUPER SHROOM	+	HORSETAIL
	SUPER SHROOM	+	KEEL MANGO
	SUPER SHROOM	+	PEACHY PEACH
	ULTRA SHROOM	+	KEEL MANGO
ZESS DYNAMITE	EGG BOMB	+	COCONUT BOMB
ZESS FRAPPE	JAMMIN' JELLY	+	ICE STORM
	MAPLE SYRUP	+	ICE STORM
ZESS SPECIAL	DRIED SHROOM	+	FRESH PASTA
	HEALTHY SALAD	+	INK PASTA
	HEALTHY SALAD	+	SHROOM ROAST
	HEALTHY SALAD	+	SPICY PASTA
	LIFE SHROOM	+	FRESH PASTA
	MUSHROOM	+	FRESH PASTA
	SUPER SHROOM	+	FRESH PASTA
	ULTRA SHROOM	+	FIRE FLOWER
	ULTRA SHROOM	+	GRADUAL SYRUP
	ULTRA SHROOM	+	HORSETAIL
	ULTRA SHROOM	+	PEACHY PEACH
ZESS TEA	GOLDEN LEAF		
	MAPLE SYRUP	+	JAMMIN' JELLY

MISTAKE	If you give Zess T. ingredients that aren't listed on the menu, her dish will turn out as a Mistake.

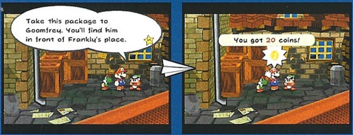
A * denotes ingredients that Zess T. can prepare only after you've given her the cookbook. Items in red have only a 50% chance of success. If they don't turn out, you'll receive a Dizzy Dial or Peachy Peach instead.

TROUBLE CENTER

ONCE YOU'RE THROUGH SAVING PRINCESS PEACH (AND THE WORLD), YOU CAN GO BACK AND REEXPLORE MOST LOCATIONS THOROUGHLY. CEMENT YOUR LEGACY BY HELPING PEOPLE SOLVE THEIR PROBLEMS, AND PICK UP AN ELUSIVE ITEM OR TWO ON THE WAY WITH YOUR NEWFOUND ABILITIES.

SHOULD YOU CHOOSE TO ACCEPT IT. . .

As if the epic story of Paper Mario 2 weren't enough game for you, there are also 30 unlockable side quests ready for the taking. Simply visit the Trouble Center on Rogueport's east side and check out the board. You may complete the trouble missions in any order, though completing them chronologically is easiest.



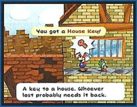
Take this package to Goomfrey. You'll find him in front of Frankly's place.

You got 20 coins!

MISSION APPEARANCE

CLIENT	TITLE	APPEARANCE TIME
Garf	Need a key!	After intro to Chapter 1
McGoomba	Safe delivery. . .	
Arfur	Price adjustment.	
Goomther	Find this guy!	
Mousimilian	Hit me, please!	
Bomberto	I'm hungry!	
Koopook	Try to find me!	After clearing Chapter 1
Mayor Kroop	Listen to me!	
Plenn T.	Order me an item!	
Puni Elder	Emergency Shroom!	After clearing Chapter 2
Lahla	Play with me!	
Pine T. Jr.	Help my daddy!	
Jolene	Help wanted!	After clearing Chapter 3
Merlee	Heartful Cake recipe. . .	
Bub-ulber	The food I want.	
???	Elusive badge!	After clearing Chapter 4
Mayor Dour	Newsletter. . .	
Zess T.	Seeking legendary book!	
Eve	Tell that person. . .	After clearing Chapter 5
Goom Goom	Looking for a gal!	
Frankie	Important thing!	After clearing Chapter 6
Chef Shimi	Get these ingredients!	
Toodles	I must have that book.	
Businessman	Security code. . .	
Goldbob	Delivery, please!	After clearing Chapter 7
Gob	I can't speak!	
Toadia	I wanna meet Luigi!	
Doe T.	Roust these cads!	After clearing all Chapters
Bub	Help me make up.	
Swob	Erase that graffiti!	

CLIENT	GARF (IN ROGUEPORT)
TITLE	NEED A KEY!
REWARD	20 COINS



You got a House Key!

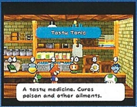
A key to a house. Whoever lost probably needs it back.

Guardsman Garf is in a pickle. He lost his house key, and now must stand idly at his doorstep until someone locates it. Head west to Rogueport Plaza and go to the top floor of the inn. You'll find his key on the narrow catwalk to the west, in front of the Lovely Howz of Badges. Deliver it to Garf, who will be waiting just past the Trouble Center.

CLIENT	MCGOOMBA (IN ROGUEPORT)
TITLE	SAFE DELIVERY. . .
REWARD	20 COINS

McGoomba needs a mule to deliver a secret package to Goomfrey. Establish contact with McGoomba in the alley behind Rogueport Plaza. Shuttle the goods to Goomfrey, who will be loitering near Professor Frankly's office. Return to McGoomba and collect your pay. Remember: this never happened!

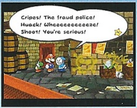
CLIENT	ARFUR (IN ROGUEPORT)
TITLE	PRICE ADJUSTMENT.
REWARD	20 COINS



A tasty medicine. Cures poison and other ailments.

Arfur wants to open shop, but he first needs a price check on his competition, The Toad Bros. Bazaar. Visit the store in Rogueport Plaza and get the prices on these three items: Tasty Tonic, Fire Flower and Sleepy Sheep. Tell Arfur your findings. He can't compete with those low, low prices, but he can afford to pay your fee of 20 coins.

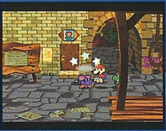
CLIENT	GOOMTHER (IN ROGUEPORT)
TITLE	FIND THIS GUY!
REWARD	20 COINS



Cripes! The fraud police! Huack! Wheeeeeeeeeeze! Shoot! You're serious!

Goomther was recently defrauded by the wily bandit Larson. To catch the thief, first speak with Goomther, who will be pacing Rogueport Plaza. Head to the secret alley next to Merlon's house and confront him. He'll bolt. Talk to Goomther, then check the pier. When you find Larson by the docks, he'll flee again. Corner him behind the inn and collect your pay.

CLIENT	MOUSIMILIAN (IN ROGUEPORT)
TITLE	HIT ME, PLEASE!
REWARD	INFORMATION

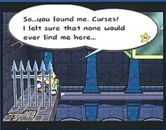


Mousimilian has forgotten his latest money-making scheme and needs your help to jog his memory. Hammer his skull repeatedly and rattle his brain. Be careful: if you hit him one time too many he'll forget again. Once shock therapy ends, he'll reveal his plan of arbitrage. You can buy Sleepy Sheep from the Rogueport shop and sell it in Petalburg for a two-coin profit. Yay, knowledge!

CLIENT	BOMBERTO (IN ROGUEPORT)
TITLE	I'M HUNGRY!
REWARD	11 COINS

Bomberto's forgetful (or famished) wife delivered him the one thing a salty sailor fears most—an empty lunchbox. Meet him at the docks and give him a food item from your inventory (the cheaper it is, the better). He'll scarf it down and pay you the meager fee of 11 coins for dropping off the groceries.

CLIENT	KOOPOOK (IN HOOKTAIL CASTLE)
TITLE	TRY TO FIND ME!
REWARD	SPECIAL CARD

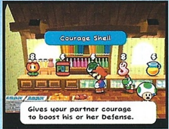

So...you found me. Curses! I felt sure that none would ever find me here...

To solve this challenge, you'll have to return to Hooktail Castle. Navigate the musty dungeons and circle back toward the storage-room where you first met Ms. Mowz. Just outside the storage room door, drop down one level to find your hidden bounty (and a Life Shroom you can use to complete the Puni Elder quest). Watch the Koopa reunion and collect the Special Card.

CLIENT	MAYOR KROOP (IN PETALBURG)
TITLE	LISTEN TO ME!
REWARD	TURTLEY LEAF

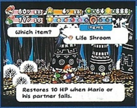
The mayor of Petalburg needs some companionship. Due to the laws of town (and nature), your solution is to sit and listen to the old man's musings. Pour yourself a double espresso, 'cause this guy can talk the ears off an elephant. Grab your Turtley Leaf, and flee before the *Matlock* marathon begins.

CLIENT	PLENN T. (IN ROGUEPORT)
TITLE	ORDER ME AN ITEM!
REWARD	ULTRA SHROOM


Courage Shell
Gives your partner courage to boost his or her Defense.

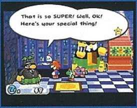
The Toad Bros. Bazaar has run out of Courage Shells. They need to restock five to meet consumer demand. Hand over any in your possession, then return to Petalburg to purchase the remainder at five coins a pop. When you drop off the inventory, you'll be the lucky recipient of one Ultra Shroom—a fine fungus that replenishes 50 HP. Plenty thanks, Plenn T.

CLIENT	PUNI ELDER (IN THE GREAT TREE)
TITLE	EMERGENCY SHROOM!
REWARD	60 COINS


Which item?
Items
Life Shroom
Restores 10 HP when Mario or his partner falls.

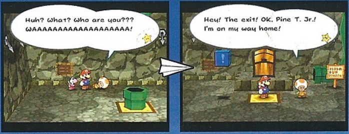
If you managed to hold on to that Life Shroom from Koopook's mission, you'll profit big this time. If you used it already, head to the chic shop on Rogueport's west side and purchase one for a whopping 50 coins. Head back to the Great Tree and make a Puni Elder happy. Your reward is 60 coins—a fine prize if the Shroom was free, but a pittance if not.

CLIENT	LAHLA (IN ROGUEPORT)
TITLE	PLAY WITH ME
REWARD	10 PIANTAS


That is so SUPER! Well, OK! Here's your special thing!

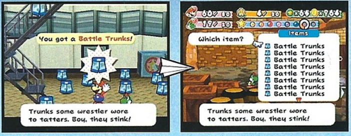
Go visit Lahla behind the counter at Pianta Parlor on Rogueport's west side. She'll bestow you with 10 Piantas (arcade tokens) for use in the slot machines to your right. Time your button presses to the "bleeps" of the game to win. You can cash in your play money for prizes (Cake Mix comes in handy later), or try the unlocked Plane Mode game.

CLIENT	PINE T. JR. (IN ROGUEPORT SEWERS)
TITLE	HELP MY DADDY!
REWARD	SILVER CARD


Huh? What? Who are you??? WAAAAAAAAAAAAAAAAAA!
Hey! The exit! OK, Pine T. Jr.! I'm on my way home!

Pine T. Jr.'s father has descended into the pit of 100 Trials in search of treasure to support his family. Fight your way to level 18 and revive him. At level 20 you can warp back to the top and reunite father and son. Your reward is Jr.'s Silver Card, which activates the Paper Mode game at Pianta Parlor.

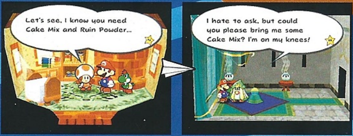
CLIENT	JOLENE (IN THE GLITZ PIT)
TITLE	HELP WANTED!
REWARD	30 COINS


You got a Battle Trunks!
Trunks some wrestler wore to tatters. Boy, they stink!
Which item?
Items
Battle Trunks
Battle Trunks
Battle Trunks
Battle Trunks
Battle Trunks
Battle Trunks
Battle Trunks
Battle Trunks
Trunks some wrestler wore to tatters. Boy, they stink!

By far the smelliest job of the lot, the Help Wanted! quest has you collecting the tattered remains of an entire wrestling federation's underwear supply. Give them to Goomther back in Rogueport, then return to Jolene in Glitzville to get paid. And while you're at it, take a shower, Mr. Stinky.

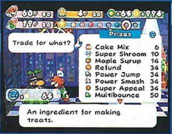
TATTLE LOG
STATUS EFFECTS
BADGES
SPECIAL MOVES / SHINE SPRITES
STAR PIECES
ITEMS
SHOP LIST / ZESS T.'S MENU
TROUBLE CENTER / PIT OF 100 TRIALS

CLIENT MERLEE (IN ROGUEPORT SEWERS)
TITLE HEARTFUL CAKE RECIPE . . .
REWARD 30 COINS



Let's see. I know you need Cake Mix and Ruin Powder...

I hate to ask, but could you please bring me some Cake Mix? I'm on my knees!

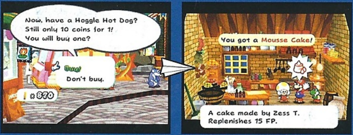


Trade for what?

An ingredient for making treats.

Merlee wishes to bake the magical Heartful Cake, but does not recall the recipe. After your chat in the charmer's hut (in the Rogueport sewer background), head to Petalburg and talk to Toce T. in her home next to Koops's place. You'll learn that the recipe calls for Cake Mix and Subversion Syrup. Save yourself a trip by picking up some Cake Mix at Pianta Parlor before returning to Merlee for moolah.

CLIENT BUB-ULBER (IN PETALBURG)
TITLE THE FOOD I WANT.
REWARD DRIED FLOWERS



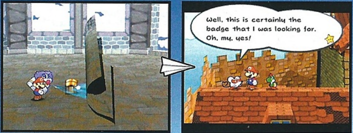
Now, have a Hoggle Hot Dog? Still only 10 coins for 1! You will buy one?

You got a Mousse Cake!

A cake made by Zess T. Replenishes 15 FP.

Saddle up, delivery boy—Bub-ulber loves Glitzville Hot Dogs and Mousse, and he wants his lunch! Purchase two savory bun puppies, then deliver Cake Mix to Zess T. She'll whip up some dessert. Head down to Petalburg and earn your tip of Dried Flowers. Lousy tipper. . . .

CLIENT ??? (IN ROGUEPORT)
TITLE ELUSIVE BADGE!
REWARD ATTACK FX Y



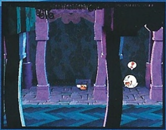
Well, this is certainly the badge that I was looking for. Oh, my, yes!

Ms. Mowz, the racy rodent robber from Rogueport, needs you to bring her an elusive badge. Rumor has it that somewhere in Hooktail's Lair, there lies a chest. Travel back to the top of Hooktail Castle and switch to Flurrie. Power up her mighty lungs; she'll reveal a secret chest. When you take the badge to Ms. Mowz, she'll confess her motive, then join your party.

CLIENT MAYOR DOUR (IN TWILIGHT TOWN)
TITLE NEWSLETTER . . .
REWARD 30 COINS

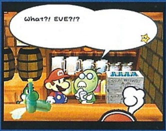
Visit Mayor Dour, then deliver the Silver Club Newsletter to the Puni Elder in the Great Tree. From there, drop it off with the Mayor of Petalburg, who *cough* asks you to forward it back to Mayor Dour due to a nasty *cough* cold. Return the wretched circular to Mayor Dour and quit your paper route.

CLIENT ZESS T. (IN ROGUEPORT)
TITLE SEEKING LEGENDARY BOOK!
REWARD HONEY SHROOM



Your pal Zess T. (the contact-loser) needs a book to hone her culinary skills. Return to Creepy Steeple and roll down the passageway near the entrance door. Inside you'll find some goodies and the storied cookbook you seek. Rush back to the crabby cook and give her the goods. She'll learn two-ingredient recipes, and will whip up a Honey Shroom for your compensation.

CLIENT EVE (IN TWILIGHT TOWN)
TITLE TELL THAT PERSON . . .
REWARD METEOR MEAL



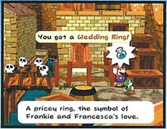
What?! EVE?!?

A former star of the Broadshroom stage, Eve of Twilight Town wishes to reconnect with an old flame, one Mr. Podley of Rogueport. Backtrack to the Inn and speak with the proprietor. The heart-breaker will deny the romance (a typical response from a handsome gigolo). The news upsets, yet liberates the mother who'll then celebrate closure and share a hearty meal with you.

CLIENT GOOM GOOM (IN PIRATE'S GROTTO)
TITLE LOOKING FOR A GAL!
REWARD COUPLE'S CAKE

Another matchmaking malady awaits you in the storage room at Pirate's Grotto. Goom Goom is looking for love. Introduce him to Goombella. What ensues is an awkward courtship befitting of a John Hughes flick. Your partner snubs his advances, driving him off. Pick up the rejected Couple's Cake.

CLIENT FRANKIE (IN ROGUEPORT)
TITLE IMPORTANT THING
REWARD GOLD CARD

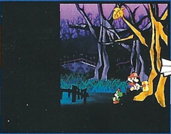


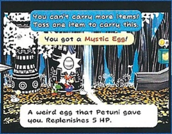
You got a Wedding Ring!

A pricey ring, the symbol of Frankie and Francesca's love.

Meet Frankie on "da west side" of Rogueport near the flower-flanked fountain. He lost his wife's wedding ring (again) and needs you to find it, lest he be sentenced to proclaim his love 200 times. Mount Yoshi and head to the east side—you'll find the sparkly gem outside one of the houses. Return the jewelry to Frankie. He'll give you the Gold Card, which opens the Tube Mode game.

CLIENT CHEF SHIMI (IN EXCESS EXPRESS)
TITLE GET THESE INGREDIENTS!
REWARD 40 COINS

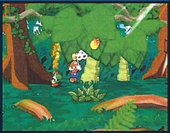




You can't carry more items! Toss one item to carry this.

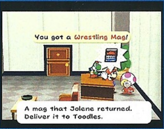
You got a Mystic Egg!

A weird egg that Petuni gave you. Replenishes 5 HP.



Chef Shimi, infamous butcher of the English language, needs a Golden Leaf, a Mystic Egg and a Keel Mango for his latest dish. Revisit the northern corridor of Creepy Steeple, squeeze through the fence and head east to shake the leaf from the tree. Get the egg from Petuni in the Great Tree (play her game first). Lastly, warp to Keelhaul Key and whack a nearby palm tree to acquire the mango.

CLIENT TOODLES (IN POSHLEY HEIGHTS)
TITLE I MUST HAVE THAT BOOK.
REWARD PLATINUM CARD



You got a Wrestling Mag!

A mag that Jolene returned. Deliver it to Toodles.

The princess of Poshley Heights lent a book to Miss Jolene of the Glitz Pit. Return the best-seller to Toodles. Take the blimp to Glitzville and stop by the manager's office. Jolene will hand over a rather embarrassing book (a wrestling mag full of buff athletes) that she borrowed for research purposes. Return the well-thumbed copy to Toodles and collect your reward.

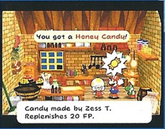
CLIENT BUSINESSMAN (IN GLITZVILLE)
TITLE SECURITY CODE . . .
REWARD HOT SAUCE

A weasely businessman from the Excess Express lost the combination to his briefcase. Important business plans are locked inside. To save his job, you will need to visit the following locations and count the chairs there. Each number is a digit in the forgotten combination. The correct counts are as follows: Koops's house (2), Flurrie's pad (6), Don Pianta's office (2) and Toodles's chateau (5). Give him the code 2625; you'll get a bottle of Hot Sauce in reward.

CLIENT GOLDBOB (IN POSHLEY HEIGHTS)
TITLE DELIVERY, PLEASE!
REWARD 64 COINS

Goldbob requires delivery of a package to General White. Before long, this turns into another case of "chase the general." Traipse on over to the Fahr Outpost, only to discover that White left for Rogueport. Return to the Rogueport Inn and talk with Podley. Head to the Glitzville juice bar and chat with the owner. Return to Poshley Heights, speak with Goldbob then head to the Fahr Outpost again. Wake up the general and drop off the package.

CLIENT GOB (IN FAHR OUTPOST)
TITLE I CAN'T SPEAK!
REWARD 20 COINS



You got a Honey Candy!

Candy made by Zess T. Replenishes 20 FP.

To hasten this mission, visit the Toad Bros. Bazaar and purchase Honey Syrup, then buy Cake Mix from Pianta Parlor. Zess T. can then combine the components to make a Honey Candy lozenge. Travel to the Fahr Outpost and visit Gob outside the inn near the save point. Talk to the mute, then give him his candy.

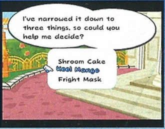
CLIENT TOADIA (IN POSHLEY HEIGHTS)
TITLE I WANNA MEET LUIGI!
REWARD CHOCO CAKE

A certain young lady of Poshley Heights is dying to meet your brother. Luigi will not rendezvous with Toadia (it's not a conversation option), so you must don his clothes to complete the quest. Snatch the L Emblem badge from the upper reaches of Poshley Stadium. Equip it and watch mayhem unfold.

CLIENT DOE T. (IN BOGGLY WOODS)
TITLE ROUST THESE CADS!
REWARD 20 COINS

It's vigilante plumber time, ol' chap. Warp to the Great Tree and purge the Boggly Woods of its standard throng of scoundrels. You've fought these sods, scalawags and simpletons time and time again, so expect a quick pay-off. Mop up, meet up and move on.

CLIENT BUB (POSHLEY HEIGHTS)
TITLE HELP ME MAKE UP.
REWARD 3 COINS

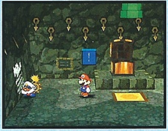


I've narrowed it down to three things, so could you help me decide?

Shroom Cake
Keel Mango
Fright Mask

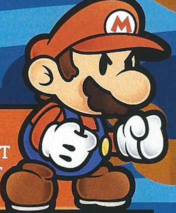
Remorseful young Bub needs your expert delivery skills to patch things up with his mother Sylvia. He's written a touching apology, but needs an accompanying gift to seal the deal. You can choose to bring him Shroom Cake (made by mixing a Mushroom + Cake Mix), Keel Mango or a Fright Mask. The reward for completion is meager, but touching. Ok, just meager.

CLIENT SWOB (IN FAHR OUTPOST)
TITLE ERASE THAT GRAFFITI!
REWARD SNOW BUNNY



The final Trouble Center mission covers exactly half of the Pit of 100 Trials. Stock up on supplies then clear each floor of the pit of monsters. At level 50, toss Bobbery at the wall—he'll blow apart the offending tags. Once you're done, visit Swob for your Snow Bunny. Take a moment to revel in your success. If you've made it this far, you are a bona fide Paper Mario master. Well done.

PIT OF 100 TRIALS

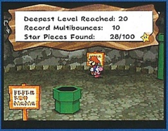


MANY WHO DARE TO VENTURE 100 LEVELS BENEATH ROGUEPORT DO NOT SURVIVE THE HORRORS THERE. MUSTER EVERY OUNCE OF COURAGE, AND PREPARE FOR THE TOUGHEST FIGHT OF ALL.

ENEMIES	HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.		HP	ATK	DEF	Pg.
ARANTULA	16	7	0	94	ELITE WIZZERD	12	8	5	98	SPIKY GLOOMBA	7	4	0	105
BOB-ULK	10	4	2	95	PIRANHA PLANT	15	9	0	103	SPUNIA	12	7	2	105
DARK BRISTLE	8	8	4	97	POISON PUFF	15	8	0	103	SWAMPIRE	20	6	0	105

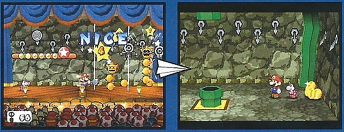
IT'S THE PITS. . . .

Below Rogueport's surface lie 10 treasure chests surrounded by 100 floors of doom and gloom. There are no save points, no comfortable beds nor any comforts of home here. Finish the story mode and level up to 30 before jumping into the pit if you want to make it out alive.



Deepest Level Reached: 20
Record Multibounces: 10
Star Pieces Found: 28/100

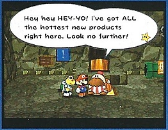
A sign at the entrance of the fearsome place displays the last level you attained, as well as Multibounce records and Star Piece tallies.



Stock up on Life Shrooms, Ultra Shrooms and a few Boo's Sheets in preparation for your descent. To advance through floors, you must beat every enemy in each battle. A warp pipe will rise from the floor, allowing you access to the next room. You can rest after each fight, but you cannot save.

MOVERS AND MERCHANTS

Periodically you will encounter a mover on random floors who can transport you down two or five levels, or back up to the top—for a fee. You'll also encounter a merchant milling about hawking healing items and supplies. As you might expect, his wares get pricier the farther you descend into the pit (maybe he's giving himself hazard pay?).



Hey hey HEY-YO! I've got ALL the hottest new products right here. Look no further!

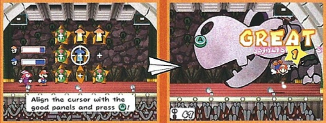
TEN TREASURE TROVES

A treasure chest awaits on every 10th floor. Check your equipped badges periodically and shuffle them around. Don't get offended when you see the message, "You got the Strange Sack!" It's an item that doubles your inventory space, silly.

FLOOR	TREASURE
10	SLEEPY STOMP BADGE
20	FIRE DRIVE BADGE
30	ZAP TAP BADGE
40	PITY FLOWER BADGE
50	STRANGE SACK
60	DOUBLE DIP BADGE
70	DOUBLE DIP P BADGE
80	BUMP ATTACK BADGE
90	LUCKY DAY BADGE
100	RETURN POSTAGE BADGE

BONETAIL HP 200 ATTACK 8 DEFENSE 2

After you best your enemies on floor 99, take a moment to heal your party. Check your inventory and take stock of your possessions—some of those items will make the difference between a frustrating defeat and a joyous victory. The moment you drop down the warp pipe to the 100th floor, the epic fight vs. Bonetail will begin. Cast Flurrie's Dodgy Fog move on Mario to automatically protect him from some attacks. Use the Boo's Sheet if your HP gets dangerously low.



Align the cursor with the good panels and press Ⓐ!

Bonetail has massive HP reserves. To whittle away his health at a faster clip, invoke Power Lift to boost your active party's attack and defense stats. Execute perfect timing with Power Bounce. Repeat this method as necessary. Use stylish moves to replenish your Star Power gauge.

Yar! Get NP or walk the plank!

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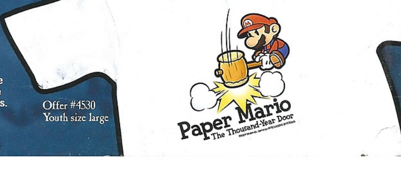
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